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CAPCOM'S X-MEN

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X-CLUSIVE

A preview of Capcom's X-Men beat 'em up – on course to become the greatest combat game in the Marvel Universe.

SKIDS!

Codemasters give MEAN MACHINES the exclusive review of their madly addictive new racer – a Micro Machines beater?

MEGA! GOLDEN AXE – THE DUEL

Sega demonstrate the Saturn's combatitive powers with a combat game straight from their arcade Titan board.

DEFCON 5

First work-in-progress of an intriguing space adventure from Millenium and GT Interactive.

WING ARMS

The first review you'll find of the Saturn air-battle simulator.

VIDEO CD CARD

All you need to know about watching movies on your Saturn – with reviews of the best and latest V-CD discs to buy!

KOLIBRI

MEAN MACHINES' exclusive on all 32X games commences with this original Hummingbird shooter from the creators of Ecco the Dolphin.

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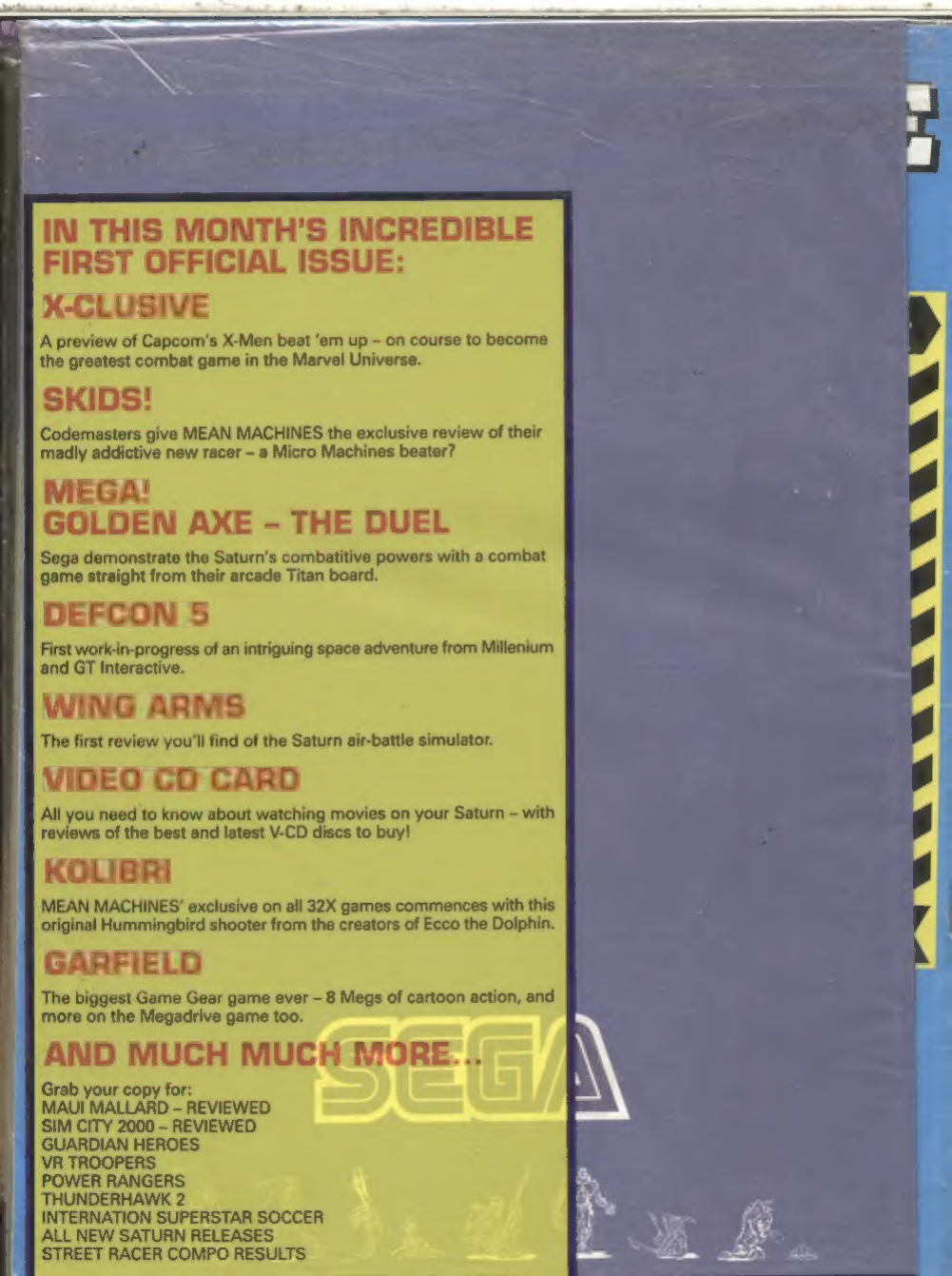

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CAPCOM'S X-MEN ON SATURN

EXCLUSIVE! JVC BOXING REVIEWED

SUPER SKIDMARKS REVIEWED

X-MEN CHILDREN OF THE ATOM

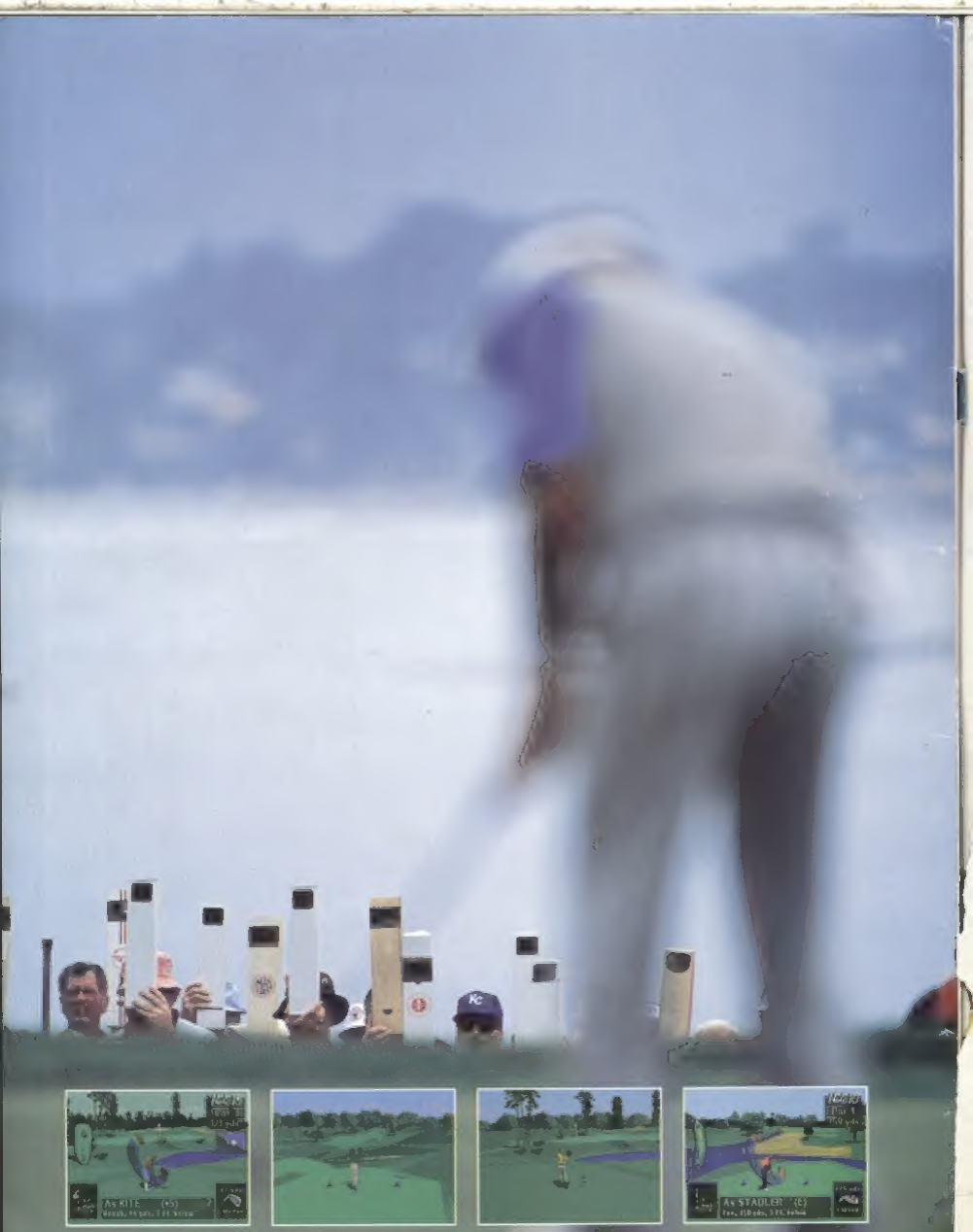
MEGADRIVE
FIFA '96

SATURN
GUARDIAN HEROES

32X
X-MEN

MEGA-CD
WIRE HEAD

GAME GEAR
GARFIELD



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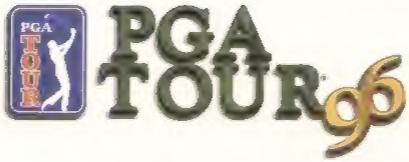

It's why the shoes have spikes. Lose your footing on these undulating fairways and uneven greens, and it's a long walk back to the top. PGA TOUR® 96 reaches new levels of authenticity, with 3D-rendered graphics that give each hole depth and Himalayan height. Join 10 of the world's greatest golfers in a test of sheer skill, on genuine championship courses that even a sherpa would think twice about tackling. The pros appear in person, digitised down to the last detail. And such is the level of graphic realism, you can almost count the grains in the sand traps. There are lies, damned lies, and PGA TOUR® 96! Hit the rough on these courses and you're staring defeat in the face. Even when you've driven straight down the middle, a fairway depression will go a long way toward ruining your day. But whatever the lie, only mastery of the art of draw and fade will speed your ascent to the summit of the leaderboard. And when a stroke achieves the peak of perfection the reverse-angle replay will let you re-live the moment in all its glory, accompanied by expert commentary. **The Game Has Changed. The Game is PGA TOUR® 96.**

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it's in
the GAME,
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the GAME

MEGA DRIVE

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America's favourite feline slob makes his gaming debut on the Game Gear's first ever 8 meg cartridge.

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All the latest Sega doings from all four corners of the globe. With exciting new logos!

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After Ed's brief stint at the helm, Steve gets his tips out.

VIDEO CD 86
Soon you'll be able to make your Saturn VideoCD compatible, and there are hundreds of discs available already. This new review column is the first of our monthly attempts to bag a load of them free.

MEAN YOB 87
Does he not like sad gamers owners and anorak wearers? He does not.

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The master of all knowledge returns to dish out his usual batch of advice and abuse to all your queries.

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Got something to sell 'ove yu? Send it 'ere ad we'll punt it bright yellow! Sorted.

NEXT MONTH 98
I bet you're one of those sad people that reads the last page first. Aren't you?

Get [illegible] these s[illegible] friend[illegible] "sexy[illegible] figur[illegible] Not a[illegible] want[illegible]

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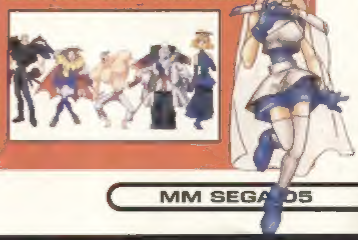


...bend the wheel of ...se by farmyard ...nd. When we say ...y', ...e mean it in the ...rat' sense of course. ...as we'd actually ...t you know...

DEFCON 5

Not a volleyball team of aurally-impaired detainees at her majesty's plaeasure. Oh no!

EDITORIAL

GOOD INFLUENCES...

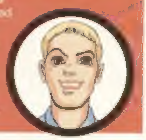
SEGA

From this month, you may have noticed a difference in MEAN MACHINES. Well we are, as promised, now an official magazine. That brings enormous benefits to you, as we're guaranteed to get all the Megadrive, 32X and Game Gear stuff first in the UK, and Saturn games before any of the unofficial press. I know it may concern you that MEAN MACHINES has gone official after being an outspoken voice for so long, but I can promise we won't lose our teeth. We have a funny sort official deal. We can still say whatever we like, and rate games as we see fit: and we saw fit to give games like Sega's own Robotika 48% this month. We will even be continuing to review import titles! You can't lose: Sega sponsored gifts and competitions; exclusive news and reviews and still the gutsiest review system in the business. We reckon we're onto a winner. Let us know what you think.

GUS

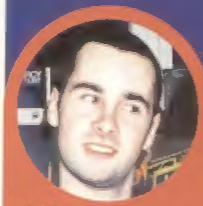
STEVEN KEYS – COME ON DOWN!

The ranks of MEAN MACHINES are swelled once more by the arrival of Steven (no amusing middle name) Keys. Steven was one of the applicants in our recent "Search for a Staff Writer Competition" and was lucky enough to be the sender of the postcard that Claire picked out of the hat. She'd dropped most of the others on the way up the stairs so there weren't many to choose from anyway. Steven's hobbies include basketball, gaming and football. He has ambitions to one day to tread the hallowed ground of Goodison Park, but seeing as Everton don't need any programme sellers at the moment he decided to work for us instead. Welcome aboard – it's your round.



IT'S IN THE STARS...

We don't take our horoscopes very seriously here at MEAN MACHINES Towers, but maybe we'd all do well to sneak a peak into the crystal ball of fate...



GUS

Angus' star sign is Virgo, which apparently means this hot-headed Scotsman is in fact cold and authoritative. Angus's current depression stems from the recent alignment of the planets Saturn and Playstation. Hope springs forth from the audit constellation, which promises rich rewards indeed. "None of this applies to me anyway," snapped our irate editor, "because I wasn't born – I was hatched in hell." Is that somewhere near Glasgow?

CLAIRE

Miss Coulthard was unfortunate enough to pop out on Friday 13 September, making her a Virgo. This star sign is supposed to signify a number of things about her character, one of which is highly unlikely. All the others are pretty spot on though – reliability and a desire for perfection are important to her, although she's prone to tell the odd fib. "I'm a kind and beautiful and loving person!" Claire protests. There, that's another one.

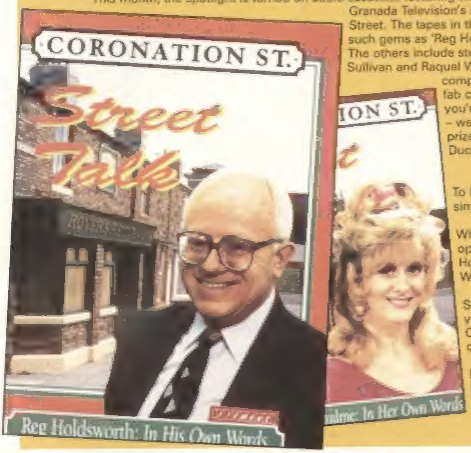
MARCUS

Marcus is a little unsure of his star sign, having been born on 21 June. "I'm on the cusp," he explains, "so I'm not certain if I'm Gemini or Cancer. However, most journalists are apparently Geminis, so I suppose that must be my sign." Hmmm. Anyway, the stars predict a future of cowering behind Gus while maintaining a facade of calm efficiency to the rest of the team. "Most journalists are two-faced as well," he confirms.

CRUSTY CORNER

One of the joys of manning the MEAN MACHINES telephones is receiving the desperate pleas of beleagured PR representatives, desperately trying to foist the unfloggable. Well, fear not, all you out there in PR Land – Crusty Corner is our amnesty on the promotions that most magazines wouldn't touch with a barge pole. You can brag about your success to colleagues in the wine bar just by sending us your latest product. Simple, eh?

This month, the spotlight is turned on audio cassettes featuring all your favourite characters from Granada Television's super soap opera Coronation Street. The tapes in the 'Street Talk' range comprise such gems as 'Reg Holdsworth – In His Own Words'. The others include stories of the Duckworths, Rita Sullivan and Raquel Wolstenhulme. You can win a complete set by simply winning our fab competition. And don't worry if you're not lucky enough to come first – we've got five super runner-up prizes of super Jack and Vera Duckworth t-shirts!



To be in with a chance of winning, simply tell us...

Which Granada Television soap opera features the characters Reg Holdsworth and Raquel Wolstehulme?

Send your answer to us, marking your envelope or postcard CORO CRUSTIES, and keep your fingers crossed. Multiple entries welcome.

NEXT MONTH: Win a complete set of Zoop tea cosies.

LUCY

Lucy is a Libran, which means she's supposed to be a well-balanced person who weighs up the pros and cons of each side of an argument before she makes any judgement. "That's cobblers for a start," our tough-talking Geordie delicately grunts. The stars predict many surprises for Lucy, not least of which is an imminent visit to a Swiss finishing school, financed by a MEAN MACHINES whip round.

STEVE

Our new staff writer Steven Key is a Libran. He always used to check what his destiny held until the reliability of one newspaper horoscope was drawn into question when it promised him "a chance to shine in your chosen field." The chosen field the astrologer had in mind presumably wasn't a football pitch – the next day Steve's team was thrashed 3-0. Mr Key was unavailable for comment as we went to press.

GAG OF THE MONTH

This month, we doff a respectful cap in the direction of Monty Python's Flying Circus, that enduring foundation for all we know to be good and true about 'alternative' comedy.

MRS ENTITY: It took me six hours to bury the cat last night.

MRS CONCLUSION: Why's that then?

MRS ENTITY: Well, it wouldn't keep still.

NEXT MONTH: Morecambe & Wise

ICE MAIDENS

KNICKERBOCKER GLORY
Steve 'Kipper' Merrett
TUTTI FRUTTI
Gus 'tea bee' Swan
LEMON SORBET
Claire 'lonzaprofly' Coulthard
MINT CHOC CHIP
Marcus 'tea chest' Hearn
NOBBLY BOBBLY
Lucy 'mingin' Hill
MINI MILK
Steven 'harmony' Key

FRITTANCE CORNETS
Dave 'Hamley' Kelsall
Jason 'Dawn' French

AD OYSTER
Lisa 'Lego' Merrett
FRIGHTCTION WAFER
Ian 'tricky' Thompson
PRODUCT MIVVI
Tina 'bag' Hicks

SPECIAL THANKS TO: Big thanks to Mark Maz, Eileen Peters at Carol Royes Associates, Gary Harrod, Keith Mason at Harvard, David Leach and Warwick Grey at Marvel UK.

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This is the story of the sad, sad guy who comes to the office every night and rifles through the bin bags. Maybe one day, he thinks, they'll put a Saturn in the bin by mistake. In fact, we do large greasy poos and leave them as booby traps. And once Steve filled up a master system with powdered milk and he went for it. Tee hee.

NEWS

PITCHED BATTLE

NEW GAME
BY
KONAMI
FORMAT
MEGADRIVE

The long-brewing news of a conversion of Konami's chart-topping International Superstar Soccer has finally been confirmed by the Japanese developers themselves. ISS was a massive hit on the SNES last year and came at just the right time, after a particularly tight year for Konami.

That may be the reason for the apparent U-turn, with Konami pulling out of Megadrive development altogether late last year. ISS may be their final fling with the machine.

The game was a big hit for various reasons — fabulous side-viewed graphics featuring excellent animation, a sophisticated control system that allowed tactical play, and the addition of a live sampled commentary system. It's unclear if the latter will be in the Megadrive version, but the game should keep all the spirit of ISS, as these early screenshots show.

Although attacked for being slow by its critics, ISS has come out top with reviewers and gamers alike in the past. Konami are predicting March 1996 for the release date of the most-awaited footy game for years.

TABLE TALK

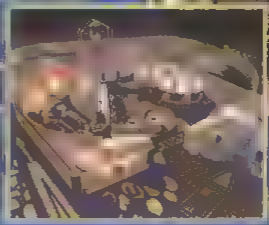

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TABLE TALK 2

NEW GAME BY

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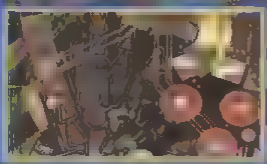
TABLE TALK 3



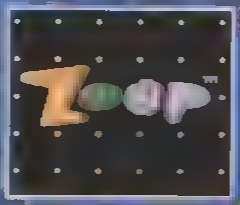
NEW GAME BY

FORMAT

PUZZLING DEVELOPMENTS

FORMAT

Following on from the [illegible] reviewed this issue, Vic[illegible] have announced a Return development for some time next year. No more details, but we hope it updates some of the more 'basic' elements of the original.



MIND CONTROL

UPDATE BY

FORMAT

[illegible] the furore about Time Warner's Endorfun game — the puzzle game with its own (O) side-line in subconscious messages. (L) The Sunday Times got hold of the story, hysterically making it their front page [illegible] (S) Various pundits of the press have lined up to talk (O) gravely of the 'abuse' of inserting suggestive messages in games, as the technique is banned on television or [illegible] Time [illegible] last week Richard and Judy's show (E). Our concern centres on the gameplay itself, which is due out on the Saturn early next year (S).

COP-ELATION

UPDATE BY

FORMAT

These are the first genuine UK version pics of Virtua Cop in its near-complete format. The game has all three levels, two-player mode and all the [illegible] detail of the coin-op. The game [illegible] at the E3 show in May has come a long [illegible] promises to be one of the showcase titles of next issue.

A CHANCE TO SCORE

HARDWARE BY

FORMAT

Toy giant Hasbro has tied up with Teletext, purveyors of personal information, entertainments, and our 'mates' Rizzitmen, who defy such categorisation.

Anyway, their joint venture is called Hyperscore, a hardware modem-style device that fits in your Megadrive and passes audible messages down your phoneline, allowing you to register your top scores for the most popular titles in a chart broadcast on teletext and updated regularly.

Hasbro are putting the mags into the spirit of things by inviting us to put up some scores. So you'll be soon be able [illegible] just [illegible] some 'unsocial' [illegible] the new system and allow us to find the first true champion gameplayers in the nation. The unit is £30, calls to the system work out about 50p each, and Hyperscore doesn't require any specialist knowledge to operate.

SAVOUR SAVIOUR

NEW GAME BY

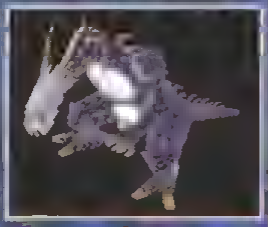
FORMAT SATURN

The team thought brought you Landstalker on Megadrive.

It bears [illegible] of the Landstalker — isometric viewpoint, weird fantasy environment and lots of fighting.

[illegible] animated monsters, the first of which to see is a huge

emphasis on fighting and puzzle-solving, making this an arcade adventure that could rival Legend of Thor, a current Saturn development



UPDATE BY

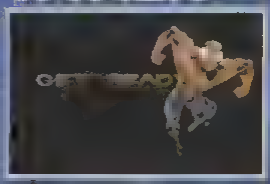
FORMAT

ANXIETY ATTACK

Acclaim's follow-up to Sovereign Personal Injury

an up starring the Marvel web-slinging super hero, Spiderman. His arch nemesis Venom

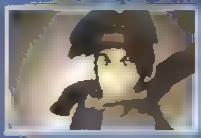
have full access as well as conventional combat moves. Acclaim have been done on the game sprites

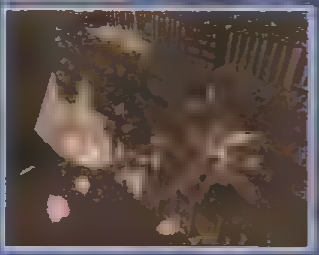


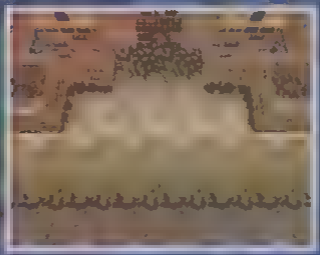
MY STARS IN YOUR EYES

FORMAT SATURN

Last month we featured Rigiord Saga, a basic Shining Force clone with a [illegible] that has been wowing them in Japan — [illegible] — but it is the [illegible] conversion are confirmed, and the game shall emerge as Mystaria [illegible] the new year.

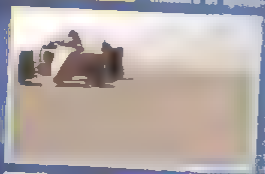


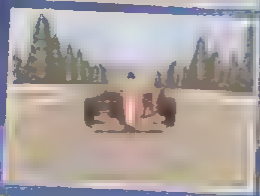


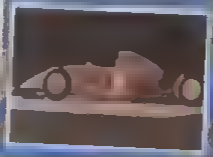


NEW GAME
BY
FORMAT

F'IN LIVE







THREE-WAY ACTION

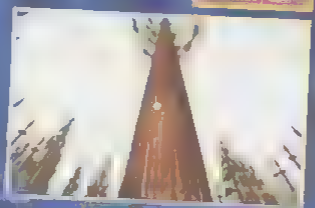
HARDWARE
BY
FORMAT

FARADOON

NEW GAME
BY
FORMAT

THE MYSTS CLEAR

UPDATE
BY
FORMAT



YOU DON'T SAY...

YOU'RE
ALL GOING
TO DIE
MORTAL KOMBAT 3

SEGA SATURN™

[illegible] has certain benefits you know.

Aside from getting a look at pics of pikkies off before anybody else and getting a flash new logo the guy normal Sega has given us the keys to his drinks cabinet. Just think of the time we was gonna be saving the back off with Gus's head, eh? Actually we read about the last bit we used somewhere but we have been checked the keys to Sega's goodie store. This month our drop overfloweth with a ton of stuff that we're going to have to shift before Sega realise it's gone missing.

First up we've helped ourselves to a Saturn – but that's not all. Oh dearie me no. Not only will our lucky winner get £400 worth of state-of-the-art games console they'll also receive a flashing UK Saturn that's loaded EVERY SATURN GAME AVAILABLE IN THIS COUNTRY UNTIL CHRISTMAS. So if you're in for receiving a veritable sack-load of gaming goodies and so relishing to play them all on, just answer our dead simple question at the bottom of the page.

FREEBIE

Highlights of the haul include the following must-have titles:

BUG!

This stunning 3-D platformer is still rated as one of the greatest games ever by the MEAN MACHINES team. An essential title for anyone after gameplay.

FIFA '96

The biggest-selling series of football games enters the next generation with the groundbreaking 'virtual stadium' process. Highlights include graphics based on specially filmed footage of actual players.

RAYMAN

Battle the evil Dr Dark in the Mega Game is neck and neck with Bug. The accolades of ultimate Saturn platformer. This funny little fellow looks superb and plays great.

SEGA RALLY CHAMPIONSHIP

An absolutely breathtaking coin-op conversion with the best gameplay and greatest graphics of any racing game on any platform. Gentlemen start your engines.

SIM CITY 2000

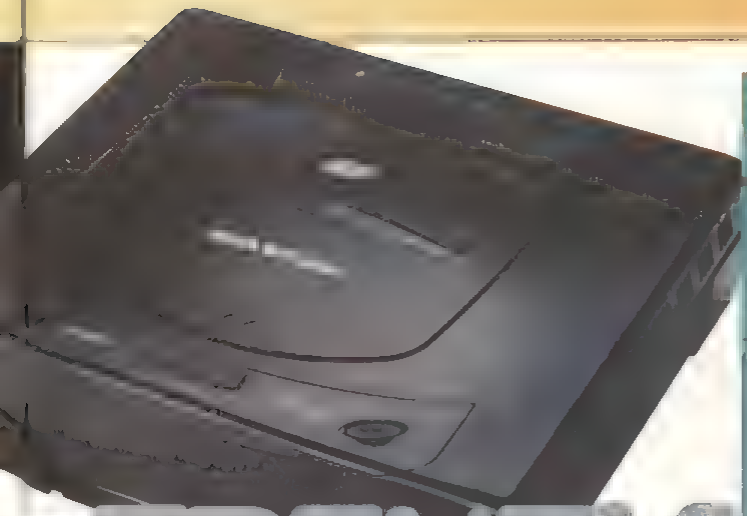
One of the greatest PC games of all time is expanded and enhanced for Saturn. Build and maintain your own cities through years of growth and decline in one of the most addictive titles ever.

How many planets are there in the solar system?

Quite tricky actually wasn't it? Send your entry on the back of a postcard or a sealed down envelope to:

**BLIMEY, THAT'S GOOD,
MEAN MACHINES SEGA,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON,
EC1R 3AU.**

The usual competition rules apply – especially the one about multiple entries. I don't know, you teenagers think you can run rings around us.



FRENZY!

TILT

Virtual pinball reaches new heights of realism in this stunning simulation. State of the art dynamic camera angles follow the ball around incredible fantasy tables.

VICTORY BOXING

Unprecedented detail and control with JVC's first Saturn title. Create your own characters and pummel your way to the top. See our review this issue for all you need to know.

VIRTUA COP

Another Sega arcade classic makes an impressive transition to Saturn. This is your chance to clean up the streets of Virtua City, armed only with a pistol and a great deal of stealth. Essential.

VIRTUA FIGHTER 2

The best just got better. The gaming world's finest beat 'em up gets bigger, more detailed and whole lot slicker. A groundbreaking conversion of the most popular coin-op in the world.

WING ARMS

Dogfights, bombing missions and convoy defence are all on offer in this World War I shoot 'em up. Fly a variety of period planes on dangerous missions through war torn skies.

It is expected that over 40 titles will be available for the Saturn in this country before Christmas. Here's the full run down on what's out there, and what's to come...

- Alone In The Dark
- Bug!
- Clockwork Knight
- Clockwork Knight 2
- Congo
- Cyber Speedway
- Daytona USA
- Digital Pinball
- Dragon's Lair
- Fifa '96
- Fire Command
- Formula One
- The Hordes
- Mansion of the Hidden Souls
- Mortal Kombat 2
- Myst
- NBA Jam
- NHL Hockey
- Off World Interceptor
- Panzer Dragoon
- Pebble Beach Golf
- Primal Rage
- Parodius
- Quarterback Attack
- Rayman
- Robotica
- Sega Rally Championship
- Shinobi X
- Sim City 2000
- Street Fighter: The Movie
- Super League Baseball
- Theme Park
- Thunderhawk 2
- Tilt
- Toshinden
- Victory Boxing
- Victory Goal
- Virtua Cop
- Virtua Hang On
- Virtua Racing
- Virtua Fighter
- Virtua Fighter Remix
- Virtua Fighter 2
- Virtual Hydlide
- Wing Arms
- Wing Commander 3
- Worms

Publication details of available titles were correct at time of

The 32 Bit Arcade Upgrade For The Mega Drive And Mega CD

MEGA DRIVE 32X

FREE Special Moves VIDEO

3-D Vector Scaling and Rotation... 40 Times Faster Than 16 Bit... 700 Simultaneous Colours

giveaway

As Gus legged it out of Sega HQ with the Saturn under his arm and the games in a sack, Steve noticed a pile of boxes in a dark corner. Could it be...yes, it was! A load of 32Xs and Virtua Fighters! Steve stuffed five sets inside his jacket, leaving Marcus to take out the security cameras and guards. If you want to make our risk worthwhile, and fancy winning one of five brand new 32Xs complete with Virtua Fighter, then give this competition a go. In the shops this Christmas, the 32X/Virtua Fighter bundle will set you back £129.99 but it won't cost you a penny if your correct answer to the following question is fished out of Gus's underpants...

Virtua Fighter features a father/daughter and a brother/sister set of characters. What are the two families' surnames?

Send your entry on the back of a postcard or a sealed down envelope to:

WE DON'T DESERVE THIS
MEAN MACHINES SEGA
PRIORY COURT
30-32 FARRINGDON LANE
LONDON
EC1R 3AU.

The usual competition entries apply. Oh, and you can send in as many entries as you like for this one. If you want them all banned.

Virtua Fighter

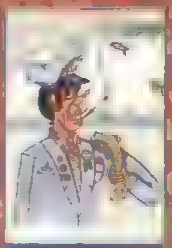
32 MEG

COMPETITION RESULTS

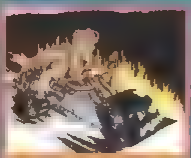
STREET RACER

JASON HARVEY, aged 14 from Bounds Green, [illegible]. Vehicle name: The Kingston Jammer

STEVEN JAMES from Skipton, North Yorkshire. A plethora of Street Racing types.

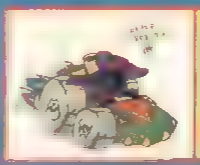


Hello Darlings - [illegible] his hipper out for a walk!

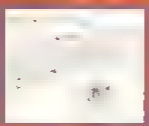


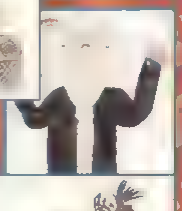
PETER KAIRN, aged 15 from Wiltshire.

CHRIS WEEKS from Seaton, Devon

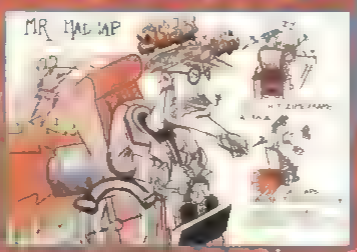


CHRIS BLANE, aged 13 from Plymouth, Devon.





Apparently this driver is called 'Manny'. Surely not after our own [illegible]

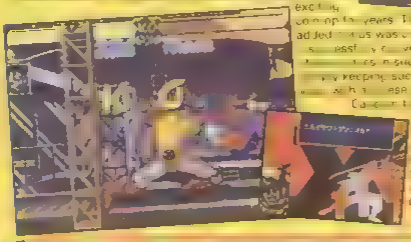


PROJECT
[illegible]ATOM
PUBLISHER
CAPCOM
RELEASE
FORMAT
[illegible]
DEVELOPERS

X-MEN
CHILDREN OF THE ATOM

Choosing to base a video-game on the antics of the X-Men is not a particularly original thing to do. The comics have been kicking around since the Sixties.

However the sustained popularity the brand has found in the Nineties through new comic [illegible] a cartoon series and toys Toys 'R' Us has brought a stream of game licences to Marvel's doorstep ringing cheque books in rel[illegible]ect allowing Capcom to create a beat 'em up from the license was there to have. No one knows the genre better. What a record from the partnership the early [illegible] of Ch[illegible]n of the Atom was Capcom's most exciting [illegible] coin-op for years. The added [illegible]ics was the speed [illegible] the way [illegible] effortlessly conveys all the best [illegible] characters [illegible]ess-[illegible]s special attacks. Only keeping track of a game [illegible] the arcade's criminal [illegible] which [illegible] these superconsoles flying around Capcom themselves naturally took on the conversion of task. The process is nearly complete and the game should be released in January. Acclaim perhaps saw X-Men as a compensation for missing MK3 on the Saturn but may [illegible] for to excess, the humble estimation



1963

September of 1963 was the launch date for X-Men, Marvel's legendary Stan Lee worked with Jack Kirby on what was a significant departure for Marvel. The idea for the new comic was a team of superhuman characters whose powers derived from genetic mutations, creating friction out of what was a very new science.

The X-Men differed from other Marvel characters who were born normal people and gained their superpowers through fate or accidents, eg Spiderman. The X-Men's powers on the other hand were in their genes, though developed under the supervision of the mysterious Professor Xavier at The Mansion.

The comics have dealt with the social issues the powers bring and they've rarely been about rights and good and evil. Many of the characters have changed sides and back again, indeed it is proposed that one of the most trusted of the band shall lead the rest to betrayal.

After a dull in the 1970s the 80s brought diversity with spin-off publications like X-Factor but it's the 1990s that has taken them to the position of most successful comic series ever.

AT THE NUCLEUS

X-Men: Children of the Atom looks familiar if you already know Capcom games. Players choose from 10 X-Men characters spanning the various teams' incarnations over thirty years. The game uses a six button configuration similar to that of Streetfighter and many of the game's special moves use the familiar fireball Dragon Punch joystick combinations.

Characters now have devastating full power specials which can be unleashed when the secondary character in the team's health bar which measures mutant power. Discharging a full power special will drain their mutant energy.

The special moves are a mixture of [illegible] attacks, [illegible] remote beam weapons. Most are easier to perform than SFII moves.

BRAND X

COMIC FADS AND FASHIONS CHANGE SPIDERMAN SUPERMAN, THE AVENGERS AND THE FANTASTIC FOUR HAVE FOUND CULT OR MORE LASTING ACCLAIM THE CURRENT CREAM OF THE CROP MARVEL'S X-MEN, HAVE THEIR ROOTS IN THE SIXTIES, BUT THEIR HEROIC MUTANT ANTICS FIT THE MOOD OF THE TIMES

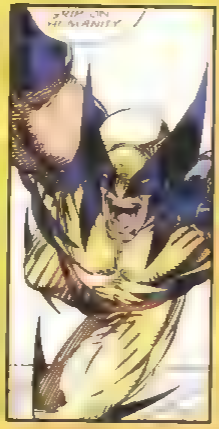
EXAMINATIONS

WE KICK OFF OUR SEVEN PROFILES (THE OTHER THREE CHARACTERS ARE STILL IN DEVELOPMENT) WITH DETAILED LOOKS AT THE FIVE BEST KNOWN CHARACTERS WITHIN THE GAME. THERE'S INFO ON THE REST OF THE COMPLEMENT ALONG WITH THEIR SPECIAL ATTACKS.

WOLVERINE

Arguably the best known of the X-Men, and the most mysterious, Wolverine first appeared in an issue of The Incredible Hulk. His history before joining the X-Men is sketchy, although he fought alongside a Canadian supergroup called Alpha Flight, which worked with the Canadian Secret Service.

Known only as 'Logan' Wolverine's most notable feature is his adamantium claws terrifying weapons emerging from his flesh and fashioned from an unbreakable metal alloy. At one time, Wolverine's entire skeleton was made of Adamantium but this is now part of his natural mutation. He was forced into a traumatic experiment by a shady figure known as the Professor. Combined with Wolverine's amazing healing abilities, he was almost indestructable. However the skeleton was stripped from his body in a memorable showdown with arch enemy, Magneto in Children of the Atom. Wolverine possesses all the savagery that is his trademark. He's a hard as fighter, combining claws and athletic aim to avoid the extravagant attacks of the other fighters, evade their defenses and carve them



CYCLOPS

The X-Men's most enduring character, having been part of the very first team, Cyclops, or Scott Summers' history has been troubled. The son of a test pilot, he lost his parents in an air collision with a UFO. Surviving, but with total amnesia, he spent the next few years in an orphanage, where his mutant status did not go unnoticed. He travelled to New York to find a cure for his eye-strain and there discovered his eye-blast powers.

Tracked down by Xavier, an FBI agent became part of the initial X-Men strikeforce and from then began a long and troubled love affair with Jean Grey. They are now married.

In Clash of the Atom, Cyclops uses his blast powers to the full with various levels of destructivity. When fully charged these attacks are has-been unstoppable. He's a smart athletic and fast antagonist

PSYLOCKE

Betsy Braddock, the mutant sister of Captain Britain, leader of the Excalibur mutant hero team, is a girl who likes to get around. She adopted the persona of Psylocke after being captured by an inter-dimensional being, Mojo. She joined the X-Men after a battle with the Morlocks, dark creatures living beneath NYC.

She was part of the team that perished in the great struggle against the Adversary. However she was resurrected and chose to stay in Australia. She subsequently stepped into a mystic portal and disappeared. Some time later a woman claiming her identity turned up at Xavier's Institute. Probes revealed her to be the same person – probably. Sadly, Psylocke contracted the Legacy Virus (see Colossus) which has taken its toll on many mutants.

In the game, Psylocke fights with her powers in a confusing manner that might look like magic to the lay eye. She also displays the oriental fighting prowess of her alter ego, Kwannon, the assassin.

PSY STORM

DOPPLEGANGER

Psylocke's telepathic powers have also come in handy that when anything at all goes

ICEMAN

Bobby Drake, AKA Iceman shows how an ordinary kid's life can be upturned by his singular bizarre power. His first High School date brought his extraordinary ability to lower temperatures to light, and provoked the typically hostile reaction that many mutants face from 'normal' people.

He was freed from the town gaol by Cyclops, sent as an emissary from Professor Xavier and became a reluctant member of the team. There he developed his striking and literally cool appearance and style.

Iceman has been around since the very beginning with highs and lows in popularity and various mishaps he was one of the Adversary's victims. But appearances in the animated X Men and Spiderman and his amazing friends has revived his popularity.

FIRST ATTACK

FREEZE GRAPPLE

Anyone unfortunate enough to experience Iceman's deadly embrace is left immobilised

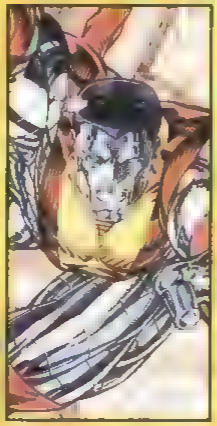
SUPER ATTACK

Iceman's ultimate attack is a flash freeze that angers director Hugs – and no bonuses are possible

COLOSSUS

The Russian youngster Piotr Rasputin rose from a humble collective farm in Siberia, to become one of Xavier's second team in Giant Size X-Men, the new format that revitalised the comic in the 1970s. He reflects the move to a global and less US-centred X-Men team.

Unsurprisingly his team-mates Colossus finds his huge size and strength belies a sensitive and highly moral individual. Colossus would never take a life in battle. However his years have taken a battering through the years as the powers of X-Men become murkier. He finally turned over to the side of Magneto two months after the death of his mutant sister Illyana. She was the victim of the Legacy Virus, a disease that attacks mutants and has depleted their numbers since its discovery. Some say it is a lethal bio-device by the Russian government, opposed to the mutants, who fear their power.



SPECIAL ATTACKS

SPECIAL ATTACKS

POWER LASSOO

BIONIC LEAP

FLOOR GROPER

SUPER ATTACK

OMEGA RED

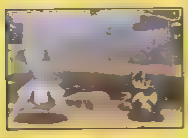
This Russian rebel augments his powers with huge mechanical arms. In the animated series, Omega Red surfaces in a post-Cold War story, with anti-revolutionary forces trying to restore the dictatorship of the USSR with weapons of terror.

X-Men Cable and Colossus confront him at the Black Sea, but they themselves have to battle defeating him with the aid of Avo Vernie [illegible] Omega's fear [illegible]

SILVER SAMURAI

A strange choice, when some of the X-Men's more notable enemies and members are left out, but perhaps there's an element of patriotic pride from Capcom by adding a Japanese hero.

Whatever the reasoning, the implementation of Silver Samurai's fantastic character is one of the most enjoyable characters to play. As his mutant power converges with his awesome samurai sword. This is endowed with three elemental capabilities – fire, lightning and ice. As can be expressed in animated form.



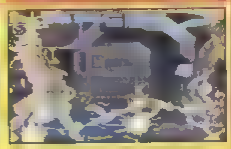
ELEMENTAL SWORD

The sword [illegible] elemental power. One [illegible] system for some how.

MYSTIC SHURIKEN

A long-range attack virtually assured to score combo with its razor sharp edge

SUPER ATTACK



The ultimate assault with electrical energy [illegible] with a [illegible] shape

STILL TO COME...

STORM

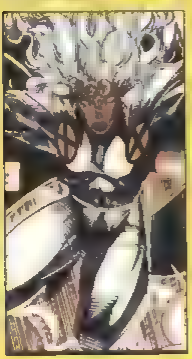
Storm, the Kenyan leader of the second X-Men team, and another firm favourite will be one of the game's leading characters. Her wide ranging powers allow her to control and manipulate the dynamic forces of the weather. She currently leads the X Men's latest gen team.

SPIRAL

This minor X Men character comes from beyond the stars, and lends space-age attacks to the gameplay. She has fought against the X Men on several occasions.

SENTINEL

The greatest threat to all mutants, not just the X Men. These robotic operatives have been programmed to terminate all mutant life, and in one story strand, they succeeded in dominating the 21st century. Time travelling X-Men like Bishop have confronted the Sentinels in the world they dominate. They are huge lumbering [illegible] mechanisms.



THE DANGER ROOM

The most recognisable fighting arena within the game – the Danger Room is part of The Mansion. Professor Xavier's complex for training, meeting and supporting the X Men. The Danger Room is an incredible virtual training ground that simulates the hostile conditions of a typical X-Man encounter through the use of holograph technology. The equipment is put through its paces in the game, as holograph scenes change throughout the bout.

The [illegible] from here simulates the environment of Savage Land. Xavier controls the holography from the room behind the door and views from the window. Other environments include underwater holographs complete with exotic fish.

PROGRESS!

PROJECT

PUBLISHER

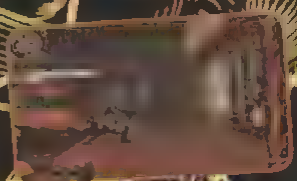
INITIATED

RELEASE

FORMAT

DEVELOPERS

The X-Men are about [illegible] unleashed onto an unsuspecting [illegible]. Marvel [illegible] Nintendo [illegible] coming over [illegible]...



include muscular green mutations

soundtrack of pseudo-industrial techno bleeps. More

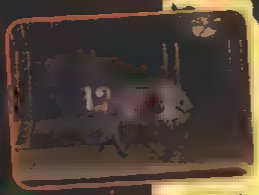
RANDOM FACT FILE

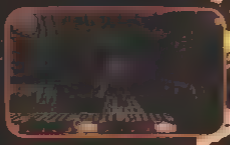
Little is known about Nanotech, whose mutant [illegible] drew him to transform his [illegible] into [illegible] of his choosing. His ultimate [illegible] goal. A disgruntled cybernetic [illegible] of [illegible] and [illegible] technology who occasionally works with [illegible] group X-Factor on behalf of the US government.

X-MEN 32X

IN ARM'S WAY

[All the action we've seen on the Wolverine level has been at the hands of Sabretooth – the most advanced weaponry on offer seems to be the guy's fist blades up against the [illegible] Wolverine has a slightly unfair advantage over his opponents in the shape of his built-in side-arms!





WOLVERINE FACT FILE

Wolverine – real name Logan – fought alongside Captain America during [illegible]

[illegible]ng style on Earth, is fluent in seven languages and is an [illegible] known to man.

[illegible] MARVEL [illegible] GROUP

PROJECT

PUBLISHER

INITIATED

RELEASE | FORMAT

DEVELOPERS

With their previous outrageous offerings: Gunstar Heroes, Alien Soldier and Dynamite Headdy, they've earned respect and acclaim. They are Treasure – and Gus took the first in-depth look at their debut Saturn game.

Treasure have convinced all but a small section of the console press (a very small section, getting smaller) of their coding powers. They've squeezed the best out of the Megadrive in most of their games, and done it with vigour and their eye firmly on gameplay. What could they possibly start out with on the Saturn?

Guardian Heroes has all the hallmarks of a classic Treasure beat'em up with a distinctly ornate cartoon style graphics style and is designed to play in a mental frenetic style on the edge between controllable and madly uncontrollable.

Although Treasure have a distinctive style they've struck out into new territory with a game set in the world of Swords and Sorcery. Both feature large scrolling beat'em up action. The forces of Darkness we might be more specific but the game's text is still in Japanese have a town under siege. Your band's fighting techniques against battalions of armoured cad squaddies led by the occasional monstrous demon.

The action twists its way through town, forest, castle and dungeon, scrolling horizontally. Streets of Rage style. Treasure aim to create six distinct player characters for the game, though only two are in place at the moment. What is complete is the basic engine which can handle a formidable amount of action without slowdown. Work is now underway on the balance of the game's levels, playability and a unique multi-player option that sounds very exciting.

Treasure's Gaelic Heroes [illegible]

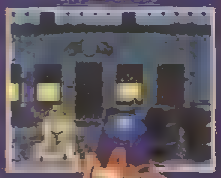
BRAVING THE ELEMENTS

One of the game's most prominent features is the use of magical attacks by player characters. These are a showcase for some incredible special effects on the Saturn, as well as being a core element of gameplay. Players have freedom to employ magic throughout the game at will, restricted only by their magical energy bar. Players have to stop and 'think' the correct spell from a selection of symbols appearing in a thought bubble. Of course, if they are interupted by an enemy attack the spell is lost. Once chosen, the spell takes some moments to be cast – the more powerful spells taking the longest time (but doing the most damage) when the player is also vulnerable. When pulled off, however, the result is a visual treat, and a major blow to the enemy. Here is a selec-

GUARDIAN HEROES

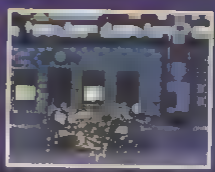
PLANE TALKING

The gameplay takes place across three planes, rather than a single, horizontal one. The top buttons on the joypad let you leap between the background and the mid and foreground planes. Treasure have already experimented with a more basic version of this device in their Megadrive beat 'em up, Yu Yu Hakusho. This was released only in Japan and received little press interest apart from its review in MEAN MACHINES as an import. There are other features of Guardian Heroes that appear in Yu Yu Hakusho in basic form, and it appears the game was an inspiration or trial run for the Saturn project.



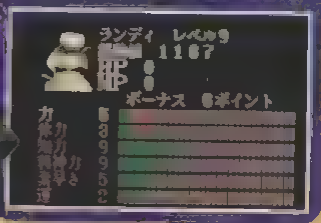
GANG CLANG

One feature intended for the game is a multi-player rumble, via the six-player multi-tap. It seems too mad to contemplate, considering how it works in two-player, but all the player characters will be able to take part in a pitched magical battle against each other. Pictures of this group fun as soon as they are available.



IMPROVE YOURSELF

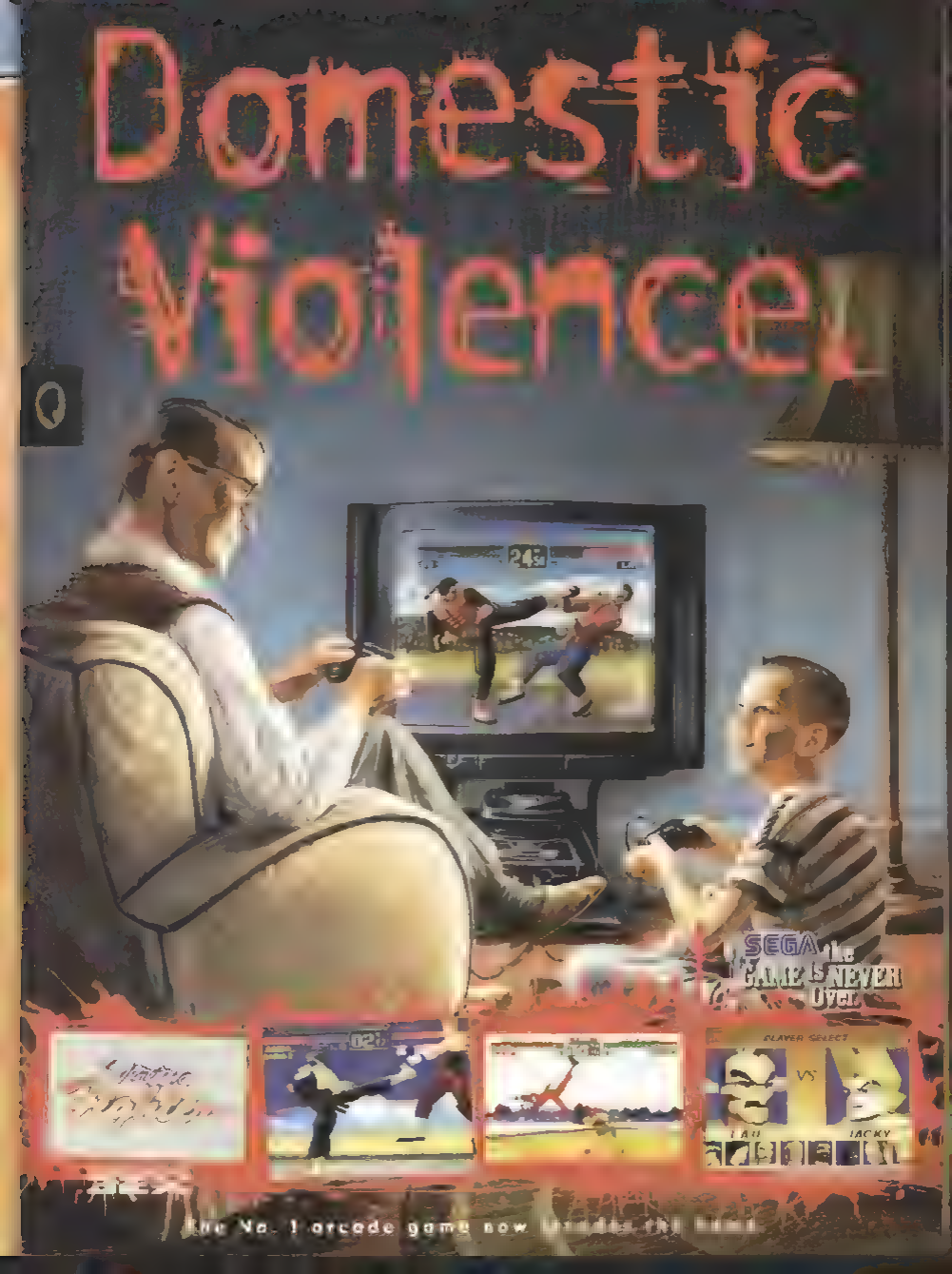
The merest sliver of an [illegible] between levels, as points earned in battle are put towards different player attributes. Choose [illegible]



[illegible] Mon

God I fancy a Big Mac

Domestic Violence



The No. 1 arcade game now

PROJECT

PUBLISHER

INITIATED

RELEASE | FORMAT

DEVELOPER

DEF

L

The less-than-throbbing student town of Cambridge is home to one of Britain's best-known developers of recent years, Millenium. The company has expanded rapidly in the last two years, while retaining its small business base, being an independent publisher to a licensed developer.

The benefits have gone into new facilities that allow them to produce next generation games like Defcon 5, their first Saturn title. The game is [illegible] music and professional acting have been employed to produce a 'cinematic movie', which has no competitive on the format.

Although the people behind it [illegible] like the [illegible] Defcon 5 [illegible] copies [illegible] definite plot.

The player character is thrown into a futuristic setting of political intrigue and corporate skulduggery. As a technician for the Tyrell Corporation, a space mining and defence conglomerate (as opposed to the Tyrell Corporation – a crap dance act) his initial task is simple: upload a new program into the newly automated space defence complex. Before this is completed, however, things start to go badly wrong, leaving the character with a number of options: simply defend the base; try to escape or uncover the truth of what's actually going on. There are a number of endings dependent on the course he takes.

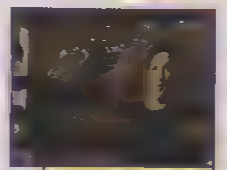
Defcon 5 Saturn is in concurrent development with PC CD-ROM and other formats. We expect a detailed review in the next issue of MEAN MACHINES.

Millenium were once synonymous with [illegible] investigated the corporation...

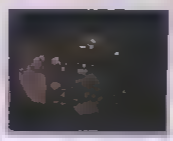
TERMINATED

The MRPS base, under a government ordered cost-cutting excercise, has changed from manned to automated status. You are the engineer sent to complete this process. This means your only 'companion' on the base is the VOS, a main computer which can be accessed through terminals on each floor, and which communicates warnings and info vocally. The VOS is probably the most complex simulated computer of any console game, as a multitude of functions are accessed through its spinning virtus sub menus.

These include the MRPS main function, a defence system against aliens. There are schematics for each level, damage monitors, remote views and access to the base's reconaissance and security droids. And an auto-destruct system. The voice of the VOS was provided by a professions actress, and its functions and styling resemble the 'Mother' computer of the classic movie Alien.



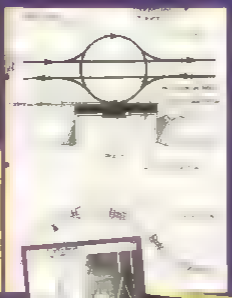
These lumps of Lucy's chewing gum are actually the advanced interface of the VOS computer. How? By the [illegible]

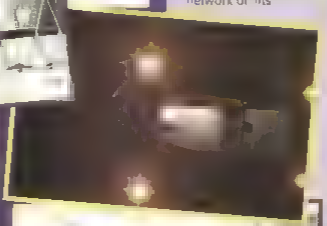


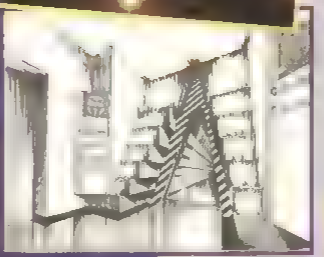
CUNNING PLANS

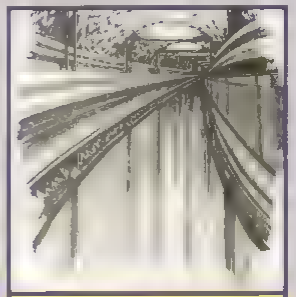
A vast amount of time went into creating the believable complex that is MRPS. Before the programmers could assemble the game engine, they had to believe there was a factual basis to the game's mechanisms. Take the weapons towers. These play a small but significant part of the game, and Defcon's design team went into enormous detail sketching how the towers would be assembled, the firing mechanism, transport and reloading systems - even though there's no direct access to these in the game. An architect was commissioned to create the complex plan - a vast seven-floor structure consisting of two blocks linked by a sophisticated rail 'limo' system and a network of lifts

In space, no-one can hear you scream. Yeah, right, but would you like Fries with that.









An early sketch of a srvice corridor. That architect had obviously seen too many episodes of 'The Tomorrow People'.

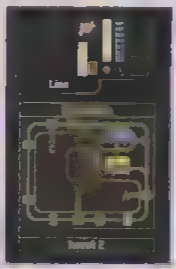
This is a strut. Interesting, isn't it. But without struts there would be no base. Remember that.

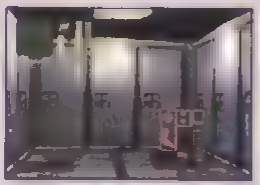
HIDDEN AGENDA

Defcon 5 was complex to design because so many of its factors alter in response to the skill of the player. As the game plays in real-time, novice players could quickly be overtaken by events and frustrated by a seemingly impossible game. To counter this, the pace of the game adjusts to how good the player is. Slow players are given more time at the beginning to work out the correct use of the VDS, whereas experienced players face attack situations earlier, and more resilient 'Beserker' intruders. As so many factors interrelate – the amount of ammo to enemies, the reloading of guns etc – it took six months of testing to achieve the right balance.

The game harbours some real subtleties. For example, the air quality of various sectors of the base changes as you damage the interiors with laser fire. When it reaches critical levels, the computer automatically seals of that area, limiting your access. However, opening doors between good and bad areas will dilute the bad air and keep them accessible. 5 milar strategies are used to find quiet VOS terminals, as those by lifts and main corridors are dangerous places to linger.

The sinister corporate logo of the Tyron Corporation is omnipresent. It's even on the bogpaper.





CHINESE JUGGLER

With in the greater objectives, Defcon 5 offers freedom and variety of gameplay as there are three main game elements. The simplest involves manning the defence system, which consists of five towers. The benefit of this is reducing the amount of damage sustained in attacks and also the booty available from downed craft. The second area is the Doom-style sequences set in corridors. It's inevitable that you will have to defend yourself moving between important areas but you can really indulge yourself.

The signage is a good way of locating VOS terminals.

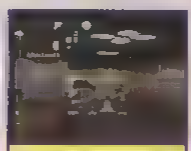
All the walls are fully-textured, or rather will be by the time the game is complete.

MRPS looks like is was modelled on a resort hotel from Lloret De Mar. I know where I'd rather spend my hols. Book my rocket now...

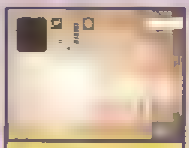
RAGE AGAINST THE MACHINE

Your antagonists, the Berserkers, infiltrate the base and stalk you with a single objective: elimination. Their colours change to signify greater ability, and the sudden appearance of a couple of these guys around a corner can actually give you a bit of jolt. They seem possessed of a malign intelligence.

This is an attack, but they do get hectic.



Peek-a-boo berserker. Not a welcome sight.



It's a cliché, but that HAS gotta hurt.

I ALWAYS CLEAN MY FACE WITH OXY DUO PADS. THE ROUGH SIDE CLEARS ALL THE DEAD SKIN, GREASE AND GRIME OUT OF YOUR PORES. THEN THE MEDICATED STUFF IN THE SMOOTH SIDE KILLS OUT THE BACTERIA THAT CAUSE SPOTS. WHAT'S MORE, IT STAYS ON YOUR SKIN AND KEEPS ON WORKING FOR HOURS.

I USE OXY DUO PADS EVERY MORNING AND EVENING WITHOUT FAIL. YOU CAN CALL ME PREDICTABLE, CONVENTIONAL, WHATEVER; BUT YOU CAN'T CALL ME SPOTTY.

SPOTS? OXYCUTE 'EM WITH OXY 10!

OXY 10 TREATMENT FOR SPOTS CONTAINS BENZOYL PEROXIDE. ALWAYS READ THE LABEL. OXY AND OXYCUTE 'EM! ARE TRADE MARKS

PROJECT
THUNDERHAWK 2

CHALLENGER
CORE

INITIATED
[illegible]

RELEASE
[illegible]

FORMAT
SATURN

DEVELOPERS
CORE

Core's most successful game, Thunderhawk, is the inspiration for their second Saturn project. MEAN MACHINES witness the sequel taking shape

THUNDE

Thunderhawk's arrival on the Mega-CD was blazing. In retrospect it was undeniably the best game on the system, and nothing has appeared in the intervening two years to challenge it. For Core it was massively successful – they estimate that 80% of UK Mega-CD owners have the game.

The hope of the Derby developers is that the sequel, now in feverish development, will do the same on the Saturn. This time, they're aware of stiffer competition (this month's Wing Arms for starters) so are pulling out a the stops to create something special.

The basis of the original Thunderhawk is as it's seen in the first, rough demo. Incidentally, if things look a bit 'samey', that's because only a single level was playable. The game is again split into a series of campaigns, dictating the terrain and these are subdivided into short missions. Core have taken on board comments that the original Thunderhawk missions lacked depth or were too short, but at the same time aim to keep the game dynamic and accessible for those not interested in flight sims.

The 3-D landscape generator keeps some of the character of the original game, but greater sophistication allows the use of height features, with hills scaling smoothly into view. The enemies are now created from complex polygons. As our pics show, they look even more impressive close-up, retaining their detail and with none of the pixellation of the old sprite images.

It's hard to believe that a game with so much work still to be done could be out before Christmas, but Core reckon that much of the coding will be portable from the concurrent PC version, which is nearing completion. In fact, the programming team think they can do it with in a week. Mindful of Core's particular characteristic when it comes to meeting deadlines (Tee-Off and Swagman are two inhabitants of development limbo), we expect it with an air of restrained (but enthusiastic) anticipation.

THE VISION THING

[illegible] your missiles [illegible] a view of the intended target, along the [illegible] it and your plane. When the missile arrives, you see the person [illegible] explode.

Over a flat surface (unlike the helicopter's cockpit, which [illegible] forget to [illegible] pure chutes.

Enjoy the [illegible] missile plume, [illegible] are now [illegible] you suffocate!

RHAWK II

AN EVIL
INTELLIGENCE

SEGA RALLY CHAMPIONSHIP 1995

BY SEGA (AM3)

GAME TYPE DRIVING

1-2 PLAYERS

COMPLETE

SEGA RALLY CHAMPIONSHIP 1995

DESERT STAGE CLEAR

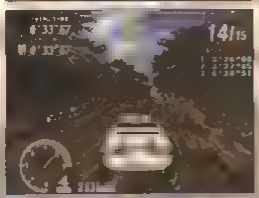
MICHELIN

QUITE FIT, AMIGA

Last month we told you there were twelve cars in Sega Rally but there are only four – two automatic and manual versions of the Toyota Celica and Lancia Delta. Being critical we can't get away with that kind of lameness anymore. We still commend to all you can obtain if you have a "turbo air", which [illegible] is the perfect medium [illegible] and rear suspension, handling adjustable, as well as the mysterious blow-off valve. You can blow off to your heart's content. Frankly, we prefer driving the damn thing!

All the leaves are brown (all the leaves are brown) and the sky is grey...

DESERT



The go faster style texture stripes the funny bumps, the helicopter near the end it's all there.

FOREST

The slow climb, the intrepid spectators, the winding mountain side track. It's all there.

MOUNTAIN

The spire on the town church the low-roofed mountain pass the mad dash through the village. It's all there

DUEL

BY SEGA

1-2 PLAYERS

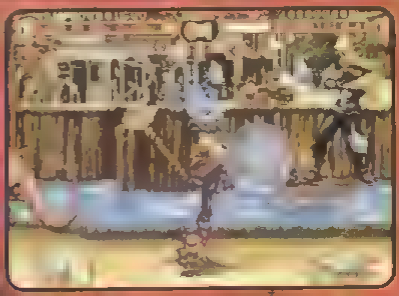
So far, the Sega
respectable
arcade
Fighting
fanned
heralds the
experience
Titan
Titan
comp
several
late Eighties
up that wowed
conversion follow
ential games on the
went a little
on the appearance
was such a
ama, Sega
me and
u might
the
ngly tasty

LEGENDARIES

More supposedly hard beat-'em-up boys show off their mighty ballet routines

HOCUS POCUS

In addition to their normal or special attacks, the ten characters can employ their



SCALE OF JUSTICE

BY SEGA

GAME TYPE BEAT 'EM UP

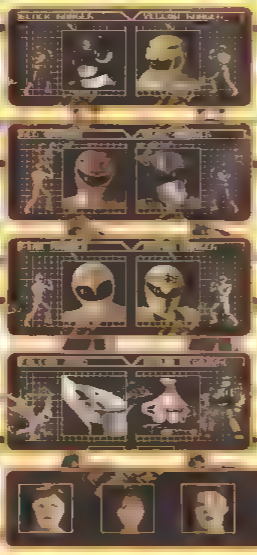
RELEASE NOVEMBER

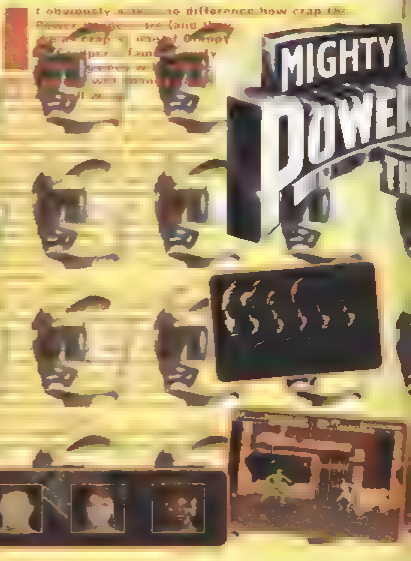
PRICE TBA

1-2 PLAYERS

16 MEG

COMPLETE





VA TRO

BY SEGA

GAME TYPE BEAT 'EM UP

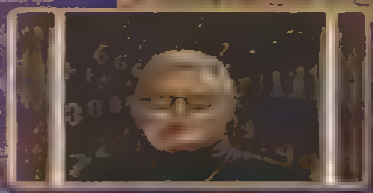
RELEASE NOVEMBER

PRICE TBA

1-2 PLAYERS

16 MEG

COMPLETE



MORPHIN RANGERS
THE MOVIE

DRAMA IN LUREX

OOPERS

DISCLAIMER

These previews wer
the

WIREHEAD

BY SEGA

GAME TYPE Adult

1 PLAYERS

PRICE TBA

RELEASE DECEMBER

COMPLETE

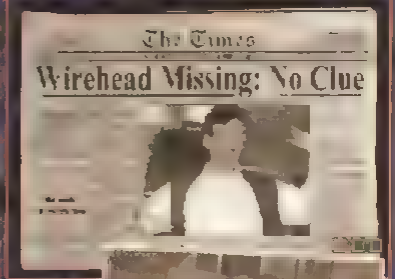
A

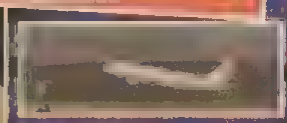
Wirehead is one of them interactive movie things. It's actually a MEGA production, showing sophisticated these things since the day of night free. Wirehead is more than just wobbly bits. It has stunts and special effects, but more importantly, it has humour.

You may have found yourself laughing at some of this type before, but now you can laugh with them, with slapstick

Your [illegible] Wirehead acts, and which directions to take. Wrong moves set up the baddy and [illegible] lives!

If you are into this kind of gaming experience, then look out for Wirehead, nestling amongst the similar efforts of Surgical Strike and Fahrenheit, on your shelves soon.





KERB CRAWLER

WANTED

In Wirehead you are a strange nerdy guy with some

GAME TYPE

1-2
PLAYERS

COMPLETE

OFF-WORLD INTERCEPTOR EXTREME

A time will come when there is no more space for cars on Earth. Every NCP car park, every single yellow line, every Avis rental lot and every Fisher Price garage will be full to the brim.

Then, the autophiles will take their four-by fours and look for planets that offer the space to allow them to cut up, rev up and blow up the automobiles of the next millennium. Probably. But it's a good excuse for a game and Crystal Dynamics, the high profile US developers have used it as the basis for Off World Interceptor — a game where you explore the wonder of new worlds with the comforts of Radio 1 and directable heating vents. And, if you will, missiles, mines, energy shields and the largest tyres you ever did see. Off World Interceptor is half-race, half shoot 'em up, with a series of hostile terrains to cross, and a range of enemies to fend off. The game uses a distinctive scaling graphics system and a range of cockpit views, running at a fair lick.

It's the first of Crystal Dynamics games being handled in the UK by BMG, and there's more to come as the ad that accompanies the game demonstrates. It was previously on the 3DO, but the extreme abel shows that special additions tailored to the superior Saturn owner. What's more it will be out for crumble and reviewed in this very organ next month.

PLUCKY PLANETS

Play in story mode, and the game sets the levels in order — with a FMV storyline in between. The arcade mode gives you a clearer idea of the range of planets, each with distinctive terrain types and hazards, many of which are spectacularly animated.

SPLIT REALITY

Off World's most enticing option is a split-screen mode, making it a genuine two-player racer. The general idea is much like the single-player mode, but this, of course, a battle, with your destructive capabilities wreaking havoc on your friends.

Loads of memories of the Atomic Kitten opening. Na na na, nana na na

AAAHH!!! REAL MONSTERS

BY: VIACOM

GAME TYPE: PLATFORM

RELEASE: NOVEMBER

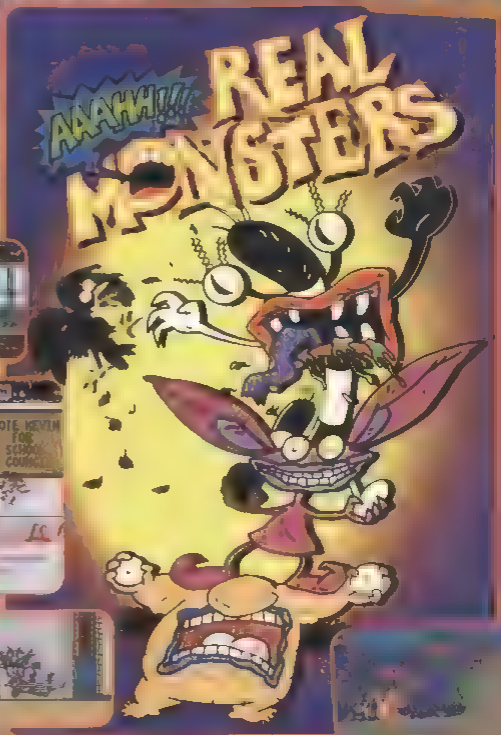
PRICE: £39.99

1 PLAYERS

8 MEG

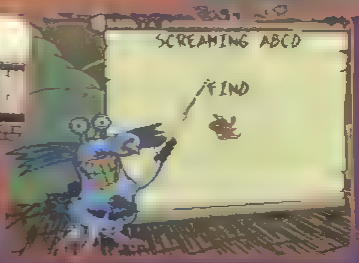
COMPLETE

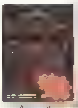
a how many games can the central character boast names like Sonic, Mickey and Bubsy? Answer: two. Sonic and Mickey, of course. Bubsy is a weird little cat-like thing who's been in a couple of games but hasn't really made much of an impression on anyone. Now, however, he's got a new friend called Bubby and they're both starring in a game called Aaahh!!! Real Monsters. Bubby is a green blob with a face and Bubsy is a cat. Together they're a pair of monsters in training who have to complete a series of tasks in order to graduate from the Monster Academy.

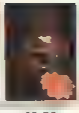


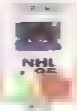
TEAMWORK

As mentioned before, each of the characters can link up, to perform a special move. If you control Mr Sellow you can stand on the others' heads to reach higher platforms. The Real Bubby Thing can take out [illegible] across [illegible]









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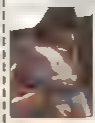

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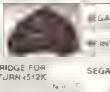
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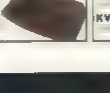
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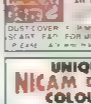
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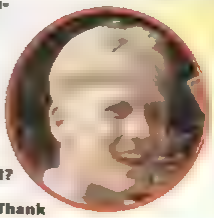
STEVE'S TIPS

My EMAP initiation ceremony was a strange affair, to say the least. Firstly, I took part in the traditional bottom-slapping to the tune of Neighbours, closely followed by worship to the Lord EMAP statue, during which we all swung joypads around our heads. Then, after a short break for the sacrifice of the live chicken, we finished up by being paraded in front of the higher members of staff wearing leather, diamond-studded thongs. Ah, the life of the new employee. Anyway, I want tips. I need tips. If you have anything of interest for my viewing pleasure do not hesitate to send it to: YOU DID WHAT WITH THE CHICKEN? TIPS DEPARTMENT, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Thank you.



WIN A SATURN GAME!!!

incentive for all you Saturn owners. Once you have played

for the best tip

FEVER PITCH

LEVEL CODES

from Derby has se ds game. Top man! Anyway they let you play as Brazil in any round you want. The letters in bold have to be yellow when you enter them, the others have to be in white

ASIA:

BABBBBBBBCCVP (vs IRAN)
B9BBBB.GBFCD (vs CHINA)
BCBBBBLDXCLN (vs AUSTRALIA)
BCLBBB.CDKWXX (vs JAPAN)
BCMBBB.BVKB62 FINAL vs SAUDI ARAB A

AFRICA:

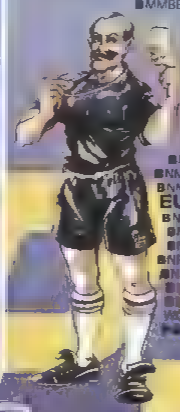
BCMBBB.GVMLL (vs MALI)
BMMBBB_F8NWVX (vs TUNISIA)
BMMBBBLKBPB4 (vs GHANA)
BMMBBBLPBRCDX (vs EGYPT)
BMMFBB.CXTBNZ (vs CAMEROON)
BMMFBBLHDEVCX2 (vs IVORY COAST)
BNMFBB.CDWM6S (FINAL vs ZAMBIA

AMERICA:

BNMFBBLHD2CL4 (vs BOLIVA)
BNMFBB.MD4...Q (vs ECUADOR
BNMF4B.BV5C4G (vs USA)
BNMF4B.GV6.D8 (vs COLOMBIA)
BNMF4BLV7WNX (vs URUGUAY)
BNMF4BLQVB63L (vs MEXICO)
BNMF4BVBV9M6N [illegible]

EUROPE:

BNMF4B... FW... (vs RT...A
BNMF6... G... (vs SCOTL...N
BNMF...RXLC4Z (vs BULGARIA
BNRF4... X... QM (vs SWEDEN)
BNRF4B... XT.N6 (vs SPAIN)
B...MXVBXN (vs FRANCE)
B...XXM6B FINA... LAND)
WORLD
B...X1B6Z FINA... STARS)



MEGADRIVE

Theme Park

STOP WAGE RISES AND CODES

We've been inundated with Theme Park codes and cheats so I've decided to round up the best ones, bung them in a pre-heated oven for 30 minutes and serve with a chilled white wine and a helping of Basil. Here's a selection of codes, sent in by Adrian Pemberton of Walsall, Christopher Maben from Mayfield and J Foxy of Foxyville (!)

SAKCOAAAFFP
1AKDQAAAEQM
EAKDQAEAC8G
BAPDQAEADPR
AKDQNFCSMY This gives you £82 293 000
FAAACLADX8F This gives you £119 000 000

Adrian Pemberton also sent in this little tip to stop the increase in wages rises. As soon as you see a number of staff go to the query screen and employ them. Then lower the monthly wage a bit and when the staff decide that it's time for a wage increase they will increase to the original rate. Hee hee. He does. I say how many times you can do this but you don't have everything.

BRIAN LARA CRICKET

EASY WICKETS

Following on from the [illegible] enables you to [illegible] have two fast [illegible] option [illegible] as many [illegible] game [illegible] centre and left [illegible] every lefty will be out first time for LBW! Howzat!

VIRTUA RACING

ACTION REPLAY CODES

So there're some [illegible] who [illegible] for Action Re[illegible] S[illegible] them. H[illegible] that he dev[illegible] really cool [illegible] wage that F[illegible] ses.

FFD05 A0002 Puts you [illegible] long way behind [illegible] se.

FFD05 B0002 [illegible] and 2 put you on [illegible] se.

FFD05 [illegible] Puts [illegible]

FFD05 [illegible]00FF Puts [illegible]

X-MEN II

LEVEL SKIP

After [illegible] features [illegible] on the Sega [illegible] 32X games [illegible] we'd [illegible] X-Men there's a level skip [illegible] the Megadrive version. Pause the game and then press Left, [illegible] together. Then press Up, Up, Left, Down, [illegible] Right, and C. If it has worked then you should [illegible] levels.

SATURN

SEE BULLFROG WORLD

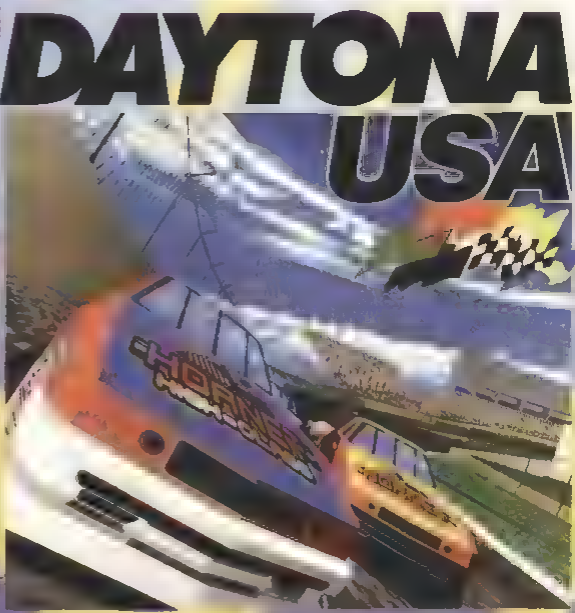
Theme Park

Roll up! Roll up! Ladies and gentlemen, boys and girls, cats and dogs, fresh fruit sellers and train spotters! If you want to see a complete version of the park, with all the rides and every little thing that you could possibly imagine, enter your nick name as DEAD and press end, then on the next screen press A and Z together and you'll be whisked of to Bullfrog Park to witness all the fun of the fair.

DAYTONA USA

DRIVE WITH NO TYRES!

[illegible] finding this [illegible] While st[illegible] prayed [illegible] was [illegible] driving behind somewhat, and was for[illegible] another pit stop. After seeing a number of fast racers pass him by while he was having his tyres changed he began [illegible] nothing the [illegible] opponents. He read [illegible] and Start. The [illegible] started the car [illegible] Completely useless, but hey who's complaining?



DEADALUS

GENERAL CHEATS

This above average [illegible] of [illegible] has already [illegible] some [illegible] as [illegible] has Robert [illegible] from Sarf London did. He's discovered a few topper cheats whilst battling his way round the Doom style levels. He says that you have to hold down L and R whilst performing the following

To Skip to the next level: Press start on pad two

[illegible]ease the power of weapon: Press X on second pad

[illegible]estock your ammo: Hit Y on joypad two

To fix broken shields: Hit A on the second controller

And to refill your generator: Press B on pad 2

MEGADRIVE 32X

DOOM

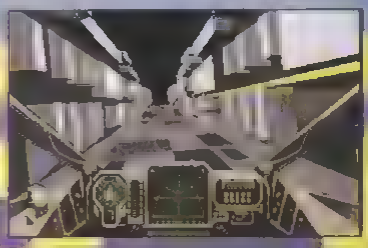
START WITH ALL WEAPONS

Bit of a useless one this, unless you own a Quickshot Turbo five six button joypad. Leo M. does, and although you can't actually play the game with it, he reckons that by plugging it in at the start and pressing X it will give you all the weapons, including the BFG 500, ammo for every weapon and 200% armour. Now plug in your normal joypad you can play on, fully stocked.

STAR WARS ARCADE

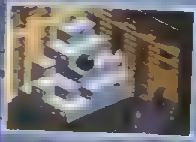
EXTRA SHIELDS

Leo, who's from Abingdon in Oxford, also sent in a couple of cheats for the 32X that we just managed to sneak in before the deadline. His first is for Star Wars and lets you power up your shield on the surface of the Death Star levels. He says that if you shoot the hour glass shaped thing in the trench where R2D2 flys you in, it will give you a shield power up. He also adds that if you manage to pull it off in training mode, it will be a great help as you can start Rebel Attack with an extra shield.

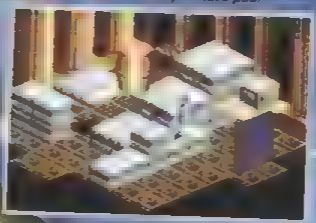


Light Crusader

Move the block onto the beam and push it round, on to the pressure pad.

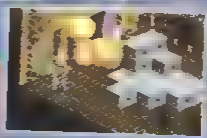


Position the moveable blocks like this to get the bomb down without any aggro.



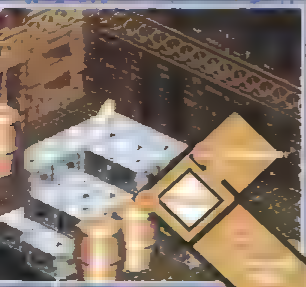
Using the platform shown, you need to move the barrel across diagonally, next to the door.

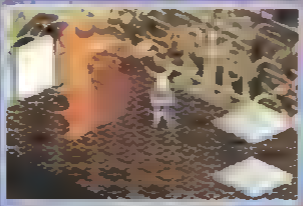
This is the second prisoner on the level. To release her just hit the ooze

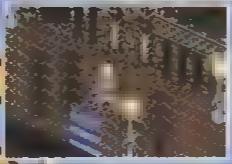


This is another simple puzzle, but it's worth explaining. Push the barrel next to the door and hit it. Get out of the way and wait for the explosion to open the door

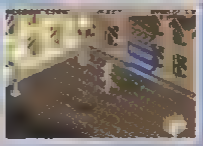
Whack the blocks to get the chest down.







Move the two barrels on the floor to here, so the other barrel can be moved on top and over to the door



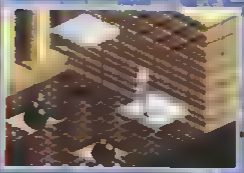
To open the door, all four poles have to be hit

This is the first and easiest of many laser-related puzzles. Just hit the laser until the beam hits the door and it will open

every Orb has been collected. So now you know. Right, from the start, work your way

break the seal and gain the first Orb

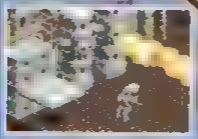
room 10. The aim here is to get the



Position the bombs as shown, then hit the right bomb, wait for a second, hit the other and jump onto the lowest platform to be taken up.

When you step on the square pad, the bomb will move up. You need to make sure the bomb blows up while the platform is raised. You must be able to jump on to the platform that moves once the switch has been triggered

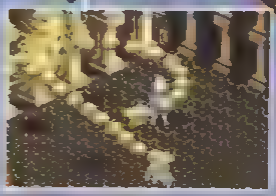
Step on the tiles in the following order to get the Orb. R-Y-G-B



This is quite a tricky room. You need to kill the goblin, hit the switch, then dodge the fire and hit the switch pictured to open the door.

the next puzzle. Basically, you need to move the laser on to the platforms and then down by

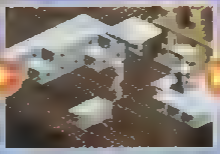
Again, the next puzzle is tricky and requires you to push a barrel onto the moving platform



Even though you've only just started, this is the first boss.

Follow the pictures to hit the out-of-reach switch. Then hit the other high lever to open the door.

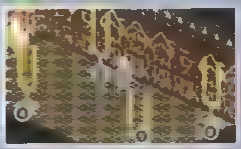
Move the two blocks as shown and push the laser onto them.



Then move the laser on to the centre of the platform that moves up when you hit the switch.

Push the laser on to the already moving platform and down to here to open the door.

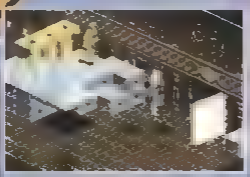
This is another tricky puzzle room. You must move the barrel on to the moving platform shown by moving it forward and up (hit the switch to move it up). Once on, don't try to dodge the flames as you're too high for them to hurt you. Push the barrel down and by the door and make it explode to open it!



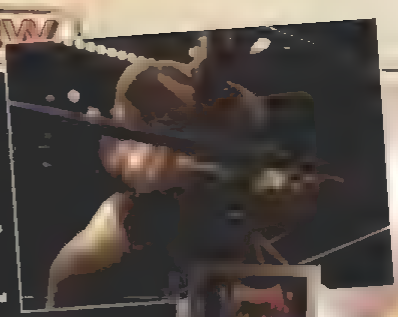
Each pole is numbered. Hit them in this order 1-4-2-3-4-2-1.

As soon as you go through, hit the clock to stop the bomb, then move the bomb by the door and re-hit the clock to make it explode.

Above: Stop the beam over these letters: N-E-W-S. Left: This is hard. You must get the demons on to the higher platform, and get one to stand on the switch, as shown, to open the door.

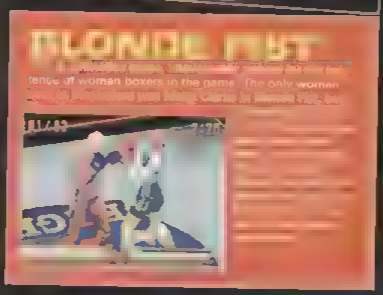


To access the secret room (left) simply move the statue to the position shown.



Pigs did indeed achieve lift-off some months ago when Frank Bruno was declared Heavyweight champion of the world. He should have followed his coach's advice to move into pig-rearing somewhere... But Britain soon finds itself in the remarkable position of having a sporting hero who is equally comfortable wearing a champion's belt, or Widow Twanky's half gown and wig.

After years of eating too many chips and too little exercise, we've become a nation of gym bods and sparring partners again. JVC might hope to cash in on our new found pugilistic spirit with their debut Saturn title, which showcases the gory rise from cut-nicker to undisputed King of the Sport. And then on to flog dog's-piss aftershave and Fox's Glacier Mints (they're minty).



JVC

NOVEMBER

TBA

BOXING

CONTROL JOYPAD

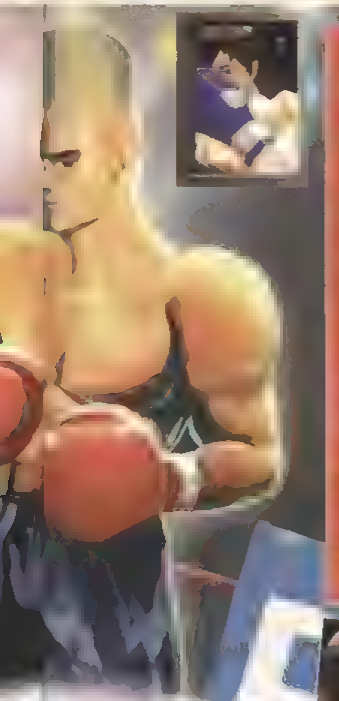
GAME DIFFICULTY

CONTINUE/ RAM SAVE

RESPONSIVENESS

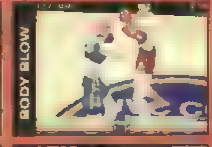
JVC's first Saturn develop-ment, done in-house, Japan

Knock the crap out of your 30 opponents and be declared King of Japan



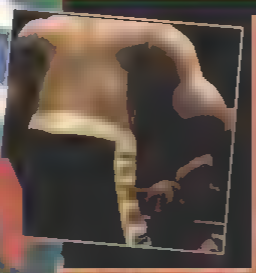
TORY

XING



GLOVE HURTS

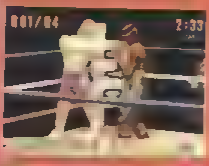
Boxing is indeed an art by some, accentuated by others. [illegible] some skilled bods around. The basics are quite simple: some knees and hands, a punch, some easy footwork and combinations of these moves. However, your opponent by simply beats you repeatedly. The best method is actually to hold the buttons and mash the joypad [illegible] and hit.

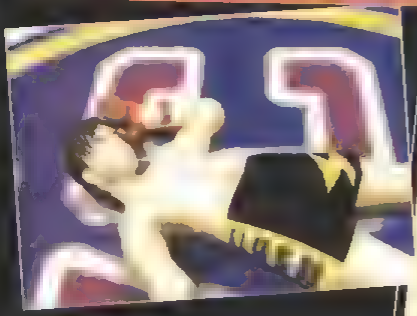


BODY FORMED FOR YOU

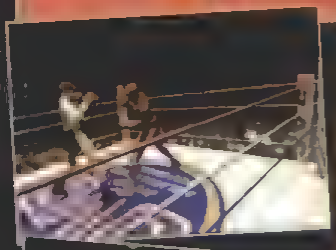
[illegible] Heavy Boxing allows you to [illegible] and train your own [illegible] [illegible] [illegible]

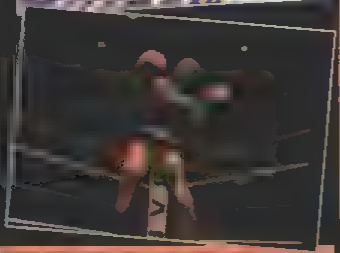
VIEWING GALLERY





PLAY GAINNY





I have time for boxing too, but not quite as much as Gus does. For me, even when the game does start to set a pace, it's all a bit plodding compared to Virtua Fighter. However, you could never say VF was a serious sport simulation, and Victory Boxing most certainly is. The amount of thought that has gone into it shines through. The detailed boxer creation screens, and the way you can take them on a 'career' and save their progress to memory is very impressive. The game also looks, despite the odd glitch, quite authentic. In the ring that is, as the crowd are limp, flat textures. Sound plays a part too, with the crunch and thud of a real fight. What buying the game really depends upon is whether you like boxing as a sport, and whether you like any boxing games you might already have. If the answer is yes to both, I'm pretty sure Victory Boxing will meet with your approval.

BIRDS OF A FEATHER

GUS

JVC make an impressive debut with what looks like being the only boxing game for some time on the Saturn. Of all fighting sports, boxing games run the risk of being slow and plodding, and at first Victory Boxing seems another candidate for the wooden spoon. But the more bouts you play, the faster your character and his opponents get. This is a little odd, when you would expect the programmers would be trying to make a good first impression. Instead, Victory Boxing becomes quite compulsive in one-player mode, and better in two-player once you have some seasoned players to spar with. The game's best feature is its feeling of solid contact — some of the blows really seem to hurt. The worst is probably the repetitive vocal contribution from the ring-side, with the same phrases cropping up over and over. You can see the graphics are chunky, but work extremely well with some of the views. You can see the fun we've had creating our own personas. Victory Boxing is basically an all-round good egg

▲ The beefy characters have the solidity and tightness of real boxers.
▼ Sometimes so chunky it looks a bit messy.

▲ Extremely good animation on characters, with rippling muscles and bulging brats.

▼ The kind of pop we've become used to from Jap games.

▲ Lots of lovely play. The effects contribute to the winning factor.

▲ Sensible controls, adequate response and mostly enjoyable gameplay.
▼ Starts off too slow.

▲ Victory Boxing has a lot going for it over a long period of time. Lots of bosses, and ever more rewarding gameplay.

OVERALL

If you like the sport, you should get Victory Boxing for your Saturn. Cool boxing sim.

88

BY [illegible]

RELEASE [illegible]

PRICE £44.99

GAME TYPE RACING

1-4 PLAYERS

16 MEG

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL JOYPAD

GAME DIFFICULTY TOUGH

CONTINUE PASSWORD

SKILL LEVELS 1

RESPONSIVENESS Jumpy

ORIGIN

A possible follow-up to Micro Machines, played from an isometric viewpoint.

GAME AIM

Skid your way around the tracks and beat everyone else.

BEAT THIS

[illegible] LAPS

SUPER SKIDMARKS

Everyone was very excited about seeing Codemasters' Skidmarks. Right, that's the skidmark joke are out of the way early. Codemasters' latest foray into driving games sees them attempt something in a similar fashion to Micro Machines, but this time with a bit more rough and tumble. The real difference here, however, is that the view is 3-D/isometric. Developed using B-spline curve mathematics, so they tell us us, the tracks are true 3-D. Your aim is simple: finish first by all means necessary, albeit in a Mini or as a four-wheeled cow! Everything from skilled driving to violent get the hell outta my way driving is fair game.

The game's fit e stems from the simple fact that you have to skid to win. That doesn't mean that you don't wipe your arse for a few days, then drop your strides to reveal it, but it does mean that the tracks duck, dive, dip and descend more times than the average Sega Power sales aud[illegible]

LIFE'S A BEACH

[illegible] with other tracks becoming available when [illegible]

[illegible] to the super league of Skidmarks.

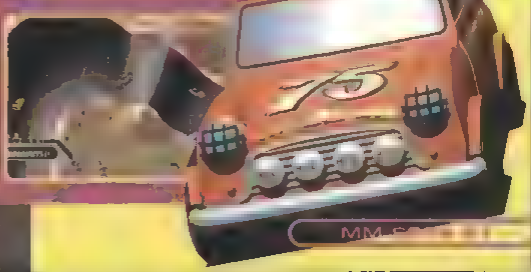
SHOW

ZARKS

CITY MANIA!

Once you decide you have had enough, or get too good at the normal clutch of vehicles, there are a couple of secret characters to be got at. If you suddenly have the perverse desire to climb into a cow, then this is the game for you. The other secret vehicle is an F1 car for all you budding Mansells out there. Please note: monotone voice and caterpillar eyebrows are not supplied!

Skiddy Pants, Created by Lenny Hill.



EAT MY DUST

As you can see, the red car has taken it upon herself to drive round the wrong way. Sounds a bit like Lucy after a heavy Saturday night.

As he comes skidding round the corner, numerous clingons and crustations start to flake away from his bum

COMMENT

Micro Machines was hailed as one of the all time great racers, so Codies had a tough time trying to match or even better it. Thankfully, Super Skidmarks is a worthy follow-up. The control method is really tough to start with, which is one of my only gripes, but if you persevere it soon becomes easy to work. The number of tracks and cars are varied and the secret options add to the lastability. The J-Cart feature is such a cool option, and I cannot stress how much of a good idea that is. But, despite it's enormous multi player appeal, it does tend to become a little tedious when you can't win the races, meaning you have to complete them all over again. Still a good game though

Slix

COMMENT

Just like Micro Machines, this is a jolly racer. Unlike Micro Machines, it's not the sort of game you can just pick up and play. You need to invest serious hours before getting the hang of the control and the layout of the courses. The car is too wild, and the tracks too winding. Not to mention the opposition, which is extremely tough. Of course, this all becomes part of the enjoyable challenge, but Super Skidmarks never has the variety and wackiness that makes Micro Machines the universal classic. The multi-player option is well done, but what it sorely lacks is an option to race with just your mates and no computer cars. But still a really enjoyable racer.

Gus

GRAPHICS 83

Sprites fairly [illegible] backgrounds are [illegible]. The trackside [illegible] are good as well.

ANIMATION 87

[illegible] look [illegible] realistic... [illegible] poses are [illegible] laughter being heavy.

MUSIC 92

[illegible] are really [illegible]. Some of the [illegible] based on [illegible] genres.

EFFECTS 88

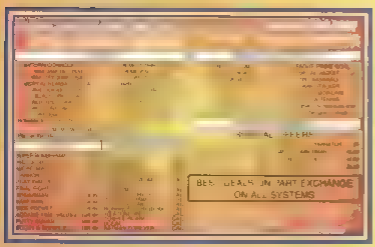
[illegible] [illegible] [illegible] a nice [illegible] [illegible] [illegible] could [illegible] for a bowl

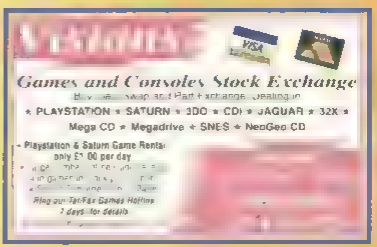
PLAYABILITY 85

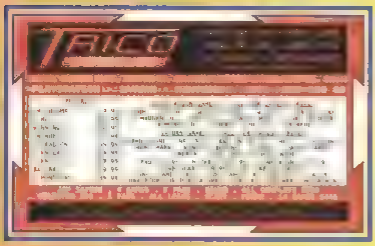
[illegible] [illegible] [illegible] [

MEGA SHOP GUIDE

MEGA MACHINES SEGA







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CONTROL
JOYPAD

GAME
DIFFICULTY
AVERAGE

CONTINUES
2

SKILL LEVEL
1

RESPONSIVENESS
JERKY

Some of the ideas of the Wing War coin-op remain in good effect.

Choose a plane. Fly about. Shoot things.

32 FORCE

WING

The arcade coin-op Wing War was a top blast, and any game that contains influences from that surely warrants a bit of attention. The whole idea of a wartime based game presents a veritable banquet of possibilities, but strangely no software house has chosen to seriously develop such a title until now. If you aren't a fan of Kamikaze type action, then you can expect air attacks, bombing raids, and all manner of Spitfire tomfoolery bundled onto the Saturn disc.

For those familiar with the goings on of WW2, you'll no doubt be aware of Japanese suicide pilots and their urge to destroy everything, including themselves. You may also be aware of the bandanas they donned before diving to their deaths. We're convinced that anyone who persists in wearing that kind of accursed accessory is doomed to crash and burn. Know what we mean?

PICK AND CHOOSE

There are seven [illegible] honest they [illegible] between them [illegible] cannons, top speed [illegible] take a nippy Spitfire through the game than a lumbering Lockheed Lightning. WW2 fact fanatics can view the planes (and all the game's ships) in a rotating viewer with their matching stats:

BRIGHT LIGHTS, BIG CITY

You are rarely asked to [illegible] more than one level. Some levels are even subdivided into joint missions.

MISSION 1

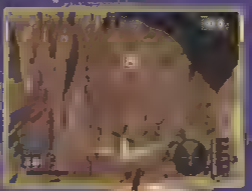
This is [illegible] should be easy. [illegible] but intensely frustrating when you can't shake them off.

MISSION 2

There are two parts to this. First, a heavily defended oil ri[illegible] several [illegible] carrier, [illegible]

MISSION 3

[illegible] One [illegible] is to [illegible] based rig before supper.



MISSION 4

This time [illegible] attack [illegible] you get a [illegible]

THE DARK SIDE

The visual detail in some areas of Wing Arms is excellent. For instance, when you perform a 180 degree roll, the parts of the plane that are no longer facing the sunlight will darken as the underside gets brighter. Nothing to write home about, but a nice touch.

WHAT'S MY BEST SIDE?

The game offers three different viewpoints for you to play under. The cockpit perspective lets all the instruments from the plane be seen on the deshboard, and has the advantage of a crosshair, to help with your aiming. However, the instrumentation and structure limits the view. The chase view is [illegible] behind you, greater, [illegible] your weapons — particularly missiles — more difficult. The viewpoint initially appears to be a [illegible] in front of the plane, facing backwards. However, selecting this when flying away from bombing runs allows you to dodge the flak fired after you. This is most effective when used against oil rigs and aircraft carriers.

COMMENT

STEVE

My first impression when playing this wasn't a good one, and the occasional slow-down only increased my frustration. But the more and more you play this the better it gets. Some enemy planes don't even bother to move from your fire which makes it a great laugh when your missiles send them crashing into the ocean. The detail on some of the ships in the later levels is really cool, and at least you can distinguish what's to be shot at. The different views may appear pointless at first but, when used in the correct places, enhance the game's depth and interest. Overall, it's excellent once you start to appreciate its gameplay, but a few patchy areas spoil the overall effect.

COMMENT

MARCUS

Wing Arms is a shoot 'em up in a very original and enticing setting. None of the planes on offer are less than fifty years old, and their primitive weaponry and high manoeuvrability give them a great 'interactive' feel absent from the world of the hi-tech helicopter gunship.
Although Wing Arms is dressed up as a flight sim, it effectively discards all the most boring bits of the medium – ie the mechanics of keeping your plane in the air – and adopts only the most exhilarating bits – flying itself.
Wing Arms may not be absolutely state of the art in the graphics department, in fact in certain areas it's horribly primitive, but it more than compensates elsewhere.

GRAPHICS 84
▲ Superb intro, and some nice touches.
▼ Some sections not up to scratch (e.g 'Admiral Stocky').

SOUND 80
▲ Planes move realistically.
▼ Some slow-down when the screen is very busy.

PLAYABILITY 81
▲ 'Guns of Navarone'-style martial music that strikes a chord.
▼ Tunes are short and tend to repeat.

LASTABILITY 86
▲ The speech is excellent, as are the plane saloon and gunshots.

OVERALL 87
▲ Good fun to play during undemanding bits.
▼ The slow-down really is annoying.

VALUE 82
▲ The variety and difficulty are well balanced.

OVERALL
Quite good fun to play, but let down by the slow sections. Should still appeal though.

86

CU

AMIGA

MAGAZINE

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SIM CITY 2

SEGA

RELEASE: NOVEMBER

PRICE: TBA

GAME TYPE: SIMULATION

GRAPHICS 1 PLAYER(S)

SOUND

CONTROL JOYPAD

GAME

CONTINUES RAM SAVE

SKILL LEVELS 3

RESPONSIVENESS SLOW

ORIGINALITY

Maxis convert their own PC/Mac hit with very little in the way of obvious changes to gameplay.

LASTABILITY

STRATEGY

Create a successful city by planning, maintaining and funding services for a fickle population.

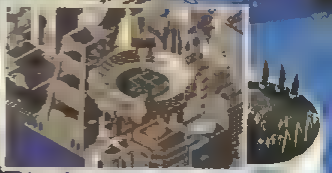
OVERALL

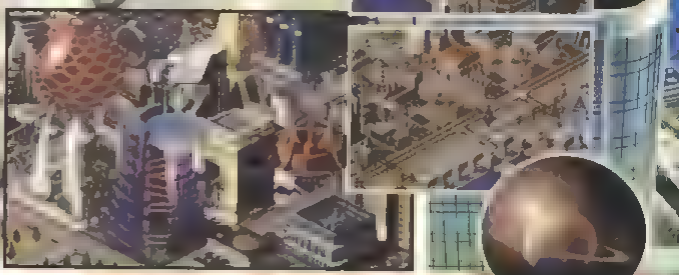
SEGA

Are you a loony lefty or a rabid Thatcherite? Either way, national politics is rather boring to you at the moment. In all probability. Getting into the town halls across our nation is a more profitable way of putting your policies into practice. If you want to erect two concrete elephants in the town square – like the good burghers of Walsall – or evict all the poor people like the charming authorities of Westminster local government is the place for you.

Maybe it would be a good idea for prospective councillors to do a training course on Sim City 2000 first. At the game could, after all be seen as an administration driving test. The range of options available is vast, from area planning to taxation rates environmental projects to large statues celebrating your own enlightened mayorship.

Your [illegible] hamlet to a thriving town and from there the prospect of a bloated metropolis with all its attendant problems beckons. As a complex simulation it's the first game of its type, save Theme Park, to appear on the Saturn.





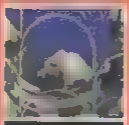
THE WASTELAND

SEAT [illegible]

70,000 population

2000

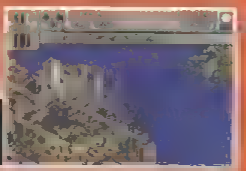
An implacable mob of rioters.



A charming glass-domed launch arc.

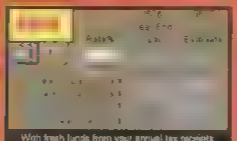
A tasteful coal-powered power station.

NIGHTMARE SCENARIOS

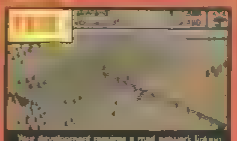


Problem cities from across Europe.

A YEAR IN SIM CITY

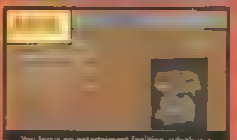


With fresh funds from your annual tax receipts, now's the time to balance your budget, set new rates and project your expenditure.

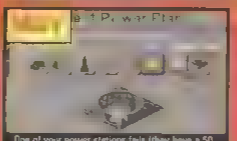


Your development requires a road network linking it to your existing conurbation. You decide on residential, as the demand for housing is constant.

You need to extend your powerwork to supply the new buildings. This reduces the total supply so you may need fresh sources.



You focus on entertainment facilities, which is a major factor in encouraging residents. Clicking on the stadium reveals all kinds of info.



One of your power stations fails (they have a 50 year life-cycle). Choose from the various types of affordable or clean forms of energy generation.

Time for celebration with a statue built in honour of the city's rapid growth. This joins your luxury mansion and huge town hall.

100 years.

Police and fire departments are an annual drain on your resources, but the city rules show the spread of crime without adequate cover.

By manipulating the layout, you can see your spread of public buildings in relation to privately owned property.

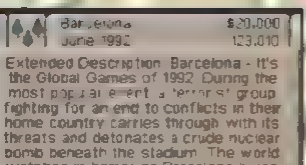
Creating the Sim Rail network is a headache, as it must be integrated with areas of high-density pop utilisation. The reward is more efficient transit.

The four sim papers, available on subscription, seem to offer paragraphs of nonsense, but useful advice is contained in a few stories.

You can only do so much in a year, but certain areas of your town will flourish by themselves. Your task is to harness their success to benefit the whole city.

VIRTUAL CITY

Mars needs local authority housing! The chilling Barrow-in-Furness invasion.


Barcelona
June 1992
$20,000
123,010
Extended Description: Barcelona - It's the Global Games of 1992. During the most popular event a terrorist group fighting for an end to conflicts in their home country carries through with its threats and detonates a crude nuclear bomb beneath the stadium. The world watches in horror as Barcelona burns and a radioactive cloud settles over the beloved land. Clean up the aftermath and bring Barcelona's population up to 130,000 without Arcologies in 5 years.

SimNation

OVERVIEW

Sim City 2000 can comfortably be said to be one of the all-time great games. Of course, some people won't see it that way, and they can skip this review now. Reviewing it, I felt there were two perspectives: the first takes into account that this is the first attempt at anything as complex on this for most console owners. Newcomers should be dazzled by the amount of detail, and the quality of graphics, which are excellent for a game of this type. The second perspective comes from having seen this game on other systems. If you have, you'll agree with me it is slower – considerably slower – than the PC or Mac versions (running on sensibly configured systems). This doesn't completely ruin a game based on thought more than action, but Sim City frequently borders on frustration, as you have to leave the game for long periods for it to really move forward. And one minor but sad omission is the great snippets of video from your advisors that accompanied the PC CD-ROM version. Still a great game, despite all that.

CONTROL

Why...does...everything...take...so...long? This game has been a way of life for me since I first installed it to my PC, and maybe I've just been spoiled. However, if Sega Rally can run at a fair lick then what's holding up this town planning sim? Elsewhere, everything is either preserved from previous versions (like the sorta manic and sensible icons) or improved upon and added to (like the new 21st century buildings). The compromises made to take into account the Saturn's lack of a keyboard take a little getting used to, but ultimately make for a slick and efficient user interface.
If you've seen previous versions of Sim City 2000, you'll know it's an absolutely essential purchase. If you're new to the finest game in its class, the sluggish speed this expanded version runs at shouldn't put you off.

GRAPHICS — 87

- Incredibly detailed isometric buildings, which eventually form a sprawling metropolis.

SOUND — 82

- Many of the buildings [illegible] minor animations.
- The great sense of movement and rotation is jerky.

[illegible] — 92

- Handy any, and then it's of the cheesy variety.

[illegible] — 90

- Effects are as important as music, but also of little importance.

[illegible] — 95

- The freestyle game can be as taxing, relaxing, involved or casual as you want. You are in control.
- Play's slower than you can think.

[illegible] — 91

- Limitless scope for cities, weird and [illegible] add an element of set challenge.
- The final goal is a little too easy.

OVERALL

Sim City on Saturn stands up against the PC version running on kit at twice the price. But just a little too slowly.

87

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MAUI MALLARD

BY

RELEASE

PRICE TBA

GAME TYPE

1 PLAYERS

24 MEG

BREAK DOWN

OPTIONS

CONTROL OPTION
BASIC DIFFICULTY SETTING
NUMBER OF CONTINUES
SKILL LEVELS 3
CONFIGURATIONS SAVE

ORIGINALITY

CHALLENGE

ORIGIN

Another platformer with lovely graphics from the guys and gals down at Disney.

ACTION

STRATEGY

GAME AIM

C'mon, it's Disney, and it's a platformer. Need we say more?

REFLEXES

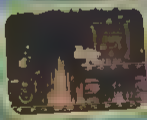
BEAT THIS

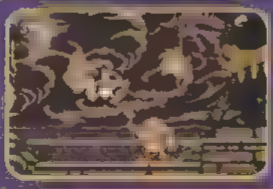
Ducks. There are loads of the little blighters. Coots, Moorhens, Great Crested Grebes, and Shovel Foot Toenail Clampers are my personal favourites, but has anyone ever heard of a Maui Mallard? More chance of finding the Toenail Clamper if you ask me. But the people at Disney have scorched the length and breadth of the paradise island of Hawaii to find one. Anyway this island has a sacred Mojo Idol (which is shaped as a small rectangle and comes in four tangy fruit flavours). If the idol is removed, the gods of Hawaii's sweet and confectionery land will go potty, and they'll start a volcanic sherbert fountain to destroy the people. Only one duck can save them.

The duck in question is actually Donald who has eaten a new little fellow's latest platform game. Following on from World Of Illusion (but without Mickey), Donald goes in search of the lost Idol Shabuhm Shabuhm, which has been mysteriously stolen. Cutesy graphics and platform related mayhem are guaranteed in the typical Disney glory. Hurrah!

MIX 'N' MATCH

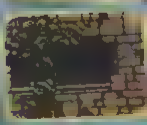
During gameplay you will collect various weapons and objects. Check the objects out and you'll find that some are useless but some are very useful. Combine them for some extra special ammo. For the biggest and baddest weapons in the game, collect three and you'll get a mega bomb!





REWARDS OF THE MAUI MALLARD

While going about your business, you'll bump into the black magic practising, feet paint wearing, head shrinking [illegible] of whom actually need to [illegible] the other will shrink you to [illegible] passages.



AUI
LARD

NINJA...DUCKS?

The second level takes place in the Ninja Training Camp where, thanks to a curious spell inflicted by the voodoo people, you have the ability to turn into [illegible] with his ninja gear. Look out for some holes on the [illegible] balance to climb up narrow passageways.

This bloke looks a bit like Claire's [illegible] everyone's a wish ever.

This is the status god of Maui. Come inside and you can walk through walls!

COMMENT

STEVE

I played [illegible] and played it and now I think it's brilliant. And I think it's a tough [illegible] animation is [illegible] is playable too, [illegible]

COMMENT

[illegible] paid to [illegible] characters. [illegible] is a treat, and [illegible] attention has been [illegible] Donald, and his exotic body [illegible] occasionally becomes a [illegible] distraction. [illegible] so it should [illegible] locations, [illegible]

In the midst of [illegible]

GRAPHICS	94
ANIMATION	91
MUSIC	87
EFFECTS	85
PLAYABILITY	80
LASTABILITY	84
OVERALL	82

FIFA 96 SOCCER

BY [illegible]

RELEASE [illegible]

PRICE £46.99

GAME TYPE SPORTS

1-4 PLAYERS

16 MEG

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL JOYPAD

GAME DIFFICULTY [illegible]

CONTINUOUS GAME

SKILL LEVELS 3

RESPONSIVENESS NOT BAD

ORIGIN

Sequel of a sequel to the hugely groundbreaking and popular Fifa Soccer.

GAME AIM

Kick a small lump of leather into a net which is tied between two wooden poles.

BEAT THIS

BRAZIL VS LEICESTER?

Another neat option in this is the chance to play any two teams against each other. Should you be really struggling and getting beat, even by Ipswich, then you can play a friendly as Brazil, versus say...Kilmarnock. Unfortunately, this doesn't work in playoffs or other tournaments. Just be thankful for small [illegible]

MEAN MACHINES UTD

Hearn collects the cross and rolls it out to Key. He knocks a long ball to Swan, and he heads it down to Coulehard. She spots Hill making the forward run, slides it through and Hill...SCORES! A new feature in this game is the ability to customise your teams, enabling you and your mates to make up your own teams and pit your wits against World Cup winners Brazil, or Manchester – we got beat by York – United.

TRUFFLE SHUFFLE

With the goal celebrations in the Premier League becoming [illegible], EA have added a [illegible] when a player scores. Goal scorers now [illegible] somersaults after a particularly good goal, and even the [illegible] there as well! The [illegible] back, and by pressing each button after a score, the [illegible] should be [illegible] can be heard, along with [illegible] and fireworks.

The Natural Law eleven bring [illegible] to the game

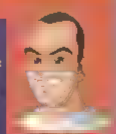
It's like that Dirty Harry film with the sniper in the stadium

The fly-by Cantonas arouse the crowd with their airborne antics

GOAL HANGER

Another new feature in this version is the ability to decide which players you have control over. Should you be the authoritative player who wants to command the game, you can select to play as defenders only. Or if you're a greedy get and all you want to do is goal hang you can play as a striker only.

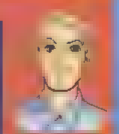
COMMENT



DAVE

Normally the problem with sequels is not so much the quality of the gameplay, but that the game suffers by adding nothing that makes it worth buying. Fifa '96 rather suffers from this. Not also, there is a definite office feeling that this isn't quite up to the standards of Fifa '95, which really did more to improve on the original. The graphics on the pitch are fewer than those of the crisp Fifa Soccer, and I'd vowed for the sacrilege being justice. This is all alleviated by the new options, which might sometimes Fifa completists to go for it, but personally, I'd spend hard cash elsewhere.

COMMENT



STEVE

As you may or may not know, I do like a game of footie, especially on a computer. Although I was looking forward to this latest Fifa Soccer, I must admit to being a little disappointed. The players seem to be smaller and not as detailed as in previous encounters, and the crowd songs appear to have diminished somewhat as well. And it is ridiculously difficult to tackle anyone without fouling them. The custom teams option is a cool idea, and enhances the fun when playing with friends, but on the whole it doesn't feel as 'complete' as the others. Still a good game though.

GRAPHICS **88**

[illegible] have been [illegible] overall, the graphics don't [illegible] outlined.

ANIMATION **90**

[illegible] they don't run as smoothly [illegible]

MUSIC **79**

[illegible] couple of [illegible]

EFFECTS **91**

[illegible] [illegible]

PLAYABILITY **86**

[illegible] want to [illegible] [illegible] is almost [illegible]

LASTABILITY **87**

[illegible] [illegible] enough for good [illegible] to be made.

OVERALL

[illegible] like, but this isn't [illegible] as Fifa '95. So [illegible]

86

LAYER SECTION

TAITO

IMPORT

IMPORT (Z80)

SHOOT 'EM UP

1-2

CONTROL: JOYPAD

GAME DIFFICULTY: HARD

CONTINUES: 0

SKILL LEVELS: 6

RESPONSIVENESS: GOOD

An arcade conversion, apparently, and an old dog of the vertical shooter variety.

Traverse eight laser-spitting levels with funny noises.

244,000

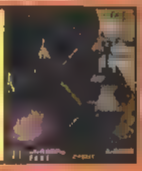
Layer Section. Sounds vaguely like a computerised name, doesn't it? Like something a schizophrenic robot would call itself. Or maybe a particularly unimaginative Japanese programmer. Whatever, it's the latest in a long line of vertically scrolling shoot 'em ups, and it's from Taito, the people who brought you Space Invaders, Bubble Bobble and Rainbow Islands. Not to mention Operation Wolf, Darius and Bubble Symphony. Taito have been around for a long time, and they've produced some of the most addictive coin-ops ever. Layer Section is their first Saturn shoot 'em up, and it's a pretty good one.

LAYER SLAYER

RED POWER TO PIERCE

Approach through space-bound defences.

BOSS
Warp Zone crab boss



Low-level combination of air and mountain equipment

BOSS.
Skeletal crab

Low-level combination of air and mountain equipment

BOSS
Flying Super Fortress.

OF CONSCIOUSNESS

Vast 3-D structures as the enemy begins to concentrate itself

BOSS
Fissure crab

RE-ENTRY HEAT

Each stage of Layer Section brings you down towards the planet and towards its core. Effects emphasising depth are used frequently with enemies scaling up from the background and the emplacements failing to earth. These are supplemented by the groovy psychedelic special effects.

ECTION

SIDE ARMED

...ally the game plays with intrusive borders ...that cut the screen size. If however you select ...ide option the whole display turns to right ...ing a...of the screen. Of course you ...turn you...Ty on...is side to match it ...really convenient if you have a ...

It's nice to get back to some conventional, non-groovy gaming for a change, but this is also potentially limited for the Saturn. Layer Section represents a comfortable trip back to unadulterated blasting with sprite-littered enemies. Each game is a check list of familiarity, with the conventional feeling offered to remind you you're playing a solid generation machine. Despite these, the game's lack of originality – no extra weapons and minimal customising to the ship's power – makes it a dated, clunky experience. Sometimes it's nice to get back to basics, but this is more than just a step back. Enjoyable up to a point but not for the forward-looking.

60%

Although this follow on from Layer Section II sounded like a promising prospect before actually getting your hands on it, it's disappointing to say the least. Starting with a lack of weapons and only three ships, one of which doesn't get a title, and continuing into some of the most frustratingly playable on duty to take, Mark of Cain's gameplay levers are especially good fun. It just isn't sophisticated or big enough to command a place on your shelf of Saturn games. There aren't enough levels, there isn't enough progression and the various power-up options (even though they're colourful) are all the same boring component we've been boring this paragraph with for. I'm sticking to my hand assessment.

MARK OF CAIN

There are only two weapon functions in Layer Section roughly equating with shoot and bomb. The shot is vertical with no way of altering the trajectory and is simple enough. The bombing laser is slightly more complex. A cross-hair placed ahead of your craft automatically locks on to targets which will be traced by your multiple laser discharges. The more you power up the more targets you can lock on to simultaneously. The laser is also useful for locking targets far in the background that your conventional shots can't reach.

71%

- ▲ Lots of sprite action and some admirable effects.
- ▼ Lacklustre graphics overall.

71%

- ▼ No particular attention to detail, with enemies as more fodder.

67%

- ▼ Bland pap favoured by Japanese games of all genres.

71%

- ▲ Appropriate blast effects and futuristic complex.

75%

- ▲ A reasonably fast level and busy gameplay is an immediate incentive to play.
- ▼ The game doesn't develop as you hope.

51%

- ▲ The last few levels are ridiculous.
- ▼ You shallow to draw you in completely.

60%

There's nothing wrong with conventional game styles if they're impressively presented. Layer Section is not, and as such is average.

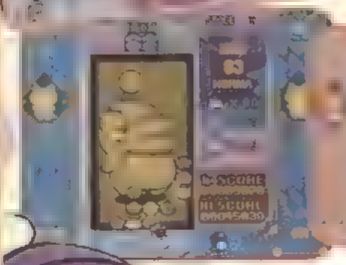
HEBEREKE POPOON

Wilder than any of our own cartoon creations, the Hebereke are a bizarre collection of fluffy midgets and marshmallows in baseball caps. There may be some greater significance which the language barrier prevents, but it's lost on us. They're a hell of a cute bunch anyway.

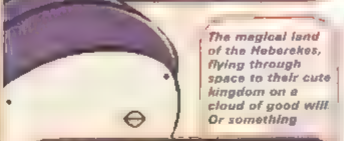
Hebereke Popoon is not the first game to feature the cast – just as the first Tetris-style puzzler is also Mean Machines' first Saturn game in the UK, the first of many we hope. And Claire Coothard got very excited at the prospect of all these oddities coming out the office at deadline time. And that's the Hebereke Popoon story. Oh, it's hob-a-reccy by the way

ELIMINATE THE SQUIDGIES

In the one-player mode, the aim is to rid each level (ranch of the little things jumping about in them. (Very technical about games here at MEAN MACHINES). That's simply a matter of joining like-coloured falling blobs into groups of four, which then pop. SO: jumpy things, falling blobs, pop. That's the drill.



Some deft grabbing on Angus's part catches the little blighters mid-popoon. Claire's favourite is the hobble hatted penguin



The magical land of the Heberekes, flying through space to their cute kingdom on a cloud of good will. Or something

COMMENT

GUS

This game, though not looking much, was quite widely anticipated in the office. Good Tetris clones always get a warm welcome at MEAN MACHINES. Ultimately I have to admit to feeling rather short-changed. The single player game is a megabore in my estimation - I'd rather play against a computer opponent than play on my own. And the fact it took about two goes to crack the eight stages was mighty unimpressive. The two-player game is also decidedly underbaked. There seems a limited range of attacks, and the initial one — the only one realistically possible on a regular basis — has no visible effect! Couple this with the bizarre physics, as blocks stay suspended if attached to others at the side, and you're left with quite an average puzzle game.

SUNSOFT

NOVEMBER

TBA

PUZZLE

1-2

CONTROL: JOYPAD

GAME DIFFICULTY: MEDIUM

CONTINUES: UNLIMITED

SKILL LEVELS: 5

RESPONSIVENESS: OKAY

Hebereke are a set of mad Japanese cartoon characters, and Popoon previously appeared on SNES.

Much like Tetris – block bashing in one and two-player modes.

ERE KE DON

AWWWW IT'S A FLUFFY HAMLEY!

Hebereke provides more than its fair share of sugary sweetness, but it's rarely cloying enough even the most cynical adult to [illegible]. Simple stories unfold about the screen and the [illegible] of little characters ... [illegible] ... they're very jolly and jaunty no matter what's [illegible]

When you tire of the Hebereke's cute antics further your amusement with them by inflicting mindless acts of violence

BATTLE BLOBS

Things and [illegible] a more interesting turn in two player battle mode. The screen divides into two troughs with players trying to avoid their blobs reaching the top again by making groups of four. He who lasts longest wins the round. The opportunity for some excitement comes from creating chain reactions of expanding blocks. This is rewarded by an attack pod punted across to your opponent to cause some distress.

COMMENT

MARCUS

The little penguin's my favourite. And the squirrelly thing that waddles along the bottom of the screen. He's good. Anyway, as cute as all these little fellows are, you don't expect to shell out your hard-earned to watch a cartoon. You expect to play a game. And there ain't much of a game here. This is a fairly amusing spin on Tetris, offering more mobility to the tumbling pieces and extra twists like 'wildcard' blocks. In fact, it's an entertaining combination between Tetris and my old childhood favourite Connect 4. But this doesn't even begin to update or adapt either to a standard worthy of the Saturn's capabilities. Cute penguin though.

PRESENTATION 90%

- Very Japanese, and amusing.
- But they are mostly text.

GRAPHICS 77%

- What there is is quite nice.
- Little else but heads in a downward motion.

SOUND 58%

- That jolly humming stuff used by Tetris games and numerous... Very apt.

PLAYABILITY 81%

- The mass pounding frenzy that greets your demise is extremely satisfying.

LASTABILITY 58%

- Two-player mode is alright.
- The single game is tedious.

VALUE 72%

- Might hold your eye until something (anything!) resembling Tetris appears.

OVERALL

Thumbs up for the Hebereke characters. Thumbs down for the lack of depth in Popoon.

47

SPAWN OF EVIL

Kolibri has some natural predators who are too large to tackle and are untroubled by his firepower. Fortunately these amphibious forms – frogs and lizards – don't pursue the brave bird, but their [illegible] have a sticky and deadly kiss.

ANTI-CRYSTAL

Strange crystal formations, like the mystic shards in Ecco, provide ways to turn Kolibri from a lame duck to a bird of prey. Each globe produces a different firing effect, and picking successive globes of the same type enhances the weapon. Other one-off powers, like shields and smart bombs, are located separately.

Kolibri

IN AND OUT DA DUSTY BLUEBELLS

In Kolibri's countryside flowers figure largely. They can be nice – like the pretty blooms in a vase – or vile – like the insect-guzzling Venus Fly Trap. The nice ones burst into life when you clear them of their wasp-ish marauders, but you must be on your guard from the innocent looking flowers that suck you off to your doom.

Kolibri once more swings into heated frenzies of mindless slaughter. Not

COMMENT

I never enjoyed Ecco the Dolphin – the puzzles had me baffled, the controls wound me up and the music sent me to sleep. As soon as I started playing Kolibri I was overcome with a strange sense of deja vu. Kolibri shares much the same feel as his seaborne predecessor, although he's thankfully not quite such a dedicated pacifist. The hassle of simply keeping your fire-breathing hummingbird airborne and alive is comparable to the hassle of maintaining Ecco's air supply. It's a drag, and it detracts from what is otherwise a fairly engaging game.

Kolibri's real strengths are its beautiful graphics, smooth parallax and intricately drawn hordes of hovering enemies. Unfortunately, the whole affair is just a bit too well mannered, and ultimately frustrates in all the wrong ways and places.

COMMENT

Kolibri stands out as a particularly charming game in the visual stakes. A Michelle Pfeiffer of console games that promises much but never quite gets its kit off, with few climaxes across its clutch of levels. There's a constant, steep level of challenge and a steady flow of airborne enemies, with new varieties steadily introduced to maintain the interest level. And interest is maintained, just about, as you try and get the right power-up to suit the right set of enemies, and try to negotiate each tight bend and cavern. But I felt the game lacked a little something, and my best guess is that as so many of the weapons are aimed automatically, most of what you are expected to do is avoid the enemies' fire. That's not quite as much fun as killing your own, so Kolibri is played more defensively than aggressively. Nice game, though.

Graphics 89

▲ Superb music backdrops, utilising the subtleties of the 32X palette at last.

Gameplay 71

▼ The motion of Kolibri himself is disappointing in contrast with Ecco. Static enemies like frogs look a bit tacky.

Sound 78

▲ Good range of music for each level.
▼ The sedate pace of the score doesn't aid the game overall.

Effects 77

▲ Neither particularly good nor poor, the effects are definitely fit for a shoot 'em up.

Playability 81

▲ Novatrade's stock-in-trade; a good control 'feel' is much in evidence. Good weapons and interesting levels.

Lastability 82

▲ Loads of levels, and a generous unlimited lives password system.
▼ Repetitive ultimately. Kolibri fails to produce dramatic

OVERALL

Your almost 'one more match this double world-destroyer' type of new platform outing. Worth playing it.

83

SEGA

NOVEMBER

£29.99

ADVENTURE

CONTROL: JOYPAD

GAME DIFFICULTY: WELL TOUGH

CONTINUES: PASSWORD

SMALL LEVELS: 3

RESPONSIVENESS: EXCELLENT

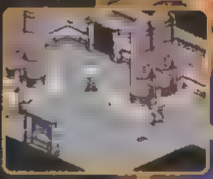
A unique for the Game Gear! Isometric puzzle adventure-type thing.

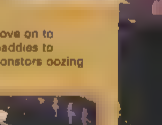
Escape from evil wrongdoers through twenty levels of mayhem.

SECOND CANAL STORE

What's going down at Sega? They mope or less completely ignore the Game Gear for months on end, then all of a sudden they start to release top games by the bucketload. Oh, and Sonic Labyrinth. (Grab that crappy, patronising music that Simon Bates used to play on his radio programme whilst reading out sad stories.) Taught this be the machine going out with a bang? The end of Game Gear as we know it? Our little black box of tricks is nearing the end of the road. Let us all seek harmony and comfort as (Enough! We get the picture – Ed). Or maybe they just decided to release a few more games than usual? So many questions and so few answers. Well, despite these teasers, one thing remains: the games. The latest gem to roll off the Sega conveyor is Arena.

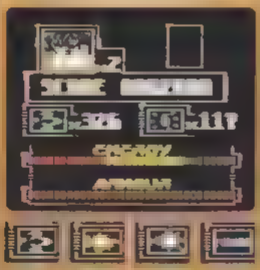
The game itself has been in development for eighteen months or so, with Sega making sure that everything is as polished as could be. We are promised twenty levels of "amazing isometric graphics," and a multitude of "weapons and encounters." But does it deliver the goods? Only we have the answers.





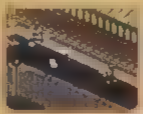
Don't mess with me I'll shoot!

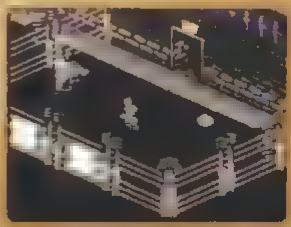
The further you get into the game the more weapons become available. You start with a standard gun and a knife but by collecting the relevant icons your weapons will upgrade. Also on offer are 3-way laser, single laser, grenades/dynamite and a mega powerful bazooka type gun.



Level hell

You start the game in an old abandoned warehouse crawling with baddies. Then you move on to sewers, chemical plants, caverns and even a tube station. There are the usual array of baddies to accompany each level with standard robot men inhabiting the warehouses and slime monsters oozing around the sewer levels, but you knew that already, right?





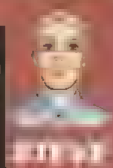
Weapon Central

During the game if you press start, a screen will pop up informing you of your energy, armour levels, lives, and score. But most importantly is the ability to change your current weapon. By simply hitting left or right you will cycle through all the weapons currently at your disposal. Once you have selected the desired gun, simply resume the game.

Secret times are ahead

By the time you get to the cavern level, you should be in the posession of some dynamite (hit button 2 to check). Around the aforementioned stage, certain sections of the wall will be a pink colour. Chuck some dynamite at them and, lo and behold, secret doors appear. There are a couple of bonus rooms, but you cannot finish the level without destroying a certain part of one wall. Keep 'em peeled.

COMMENT



I was looking forward to doing some really big games this month so when I was given Aroma, I have to admit I thought it would be another pile of Game Gear rubbish. But wait! This is a top game and make no mistake about it. The isometric view is awesome and really works well despite being on such a small screen, and the standard of the graphics is high which complement it as well. The baddies are a bit static really, but that is only a minor gripe. I also really enjoyed doing the puzzles and trying to work out which switch opened which door. This is one of the few Game Gear titles that I want to come back and play. Excellent Stuff.

COMMENT

Die Hard – With a Game Gear. If you've ever wanted to demolish warehouses teeming with terrorists then your chance has come. This is one of the most impressive, and broad, games I've ever seen on this format, with a well balanced mix of strategy and action. A wide variety of weaponry and scenarios make up for some rather predictable and docile baddies, and none of the puzzles are beyond a bit of lateral thinking.

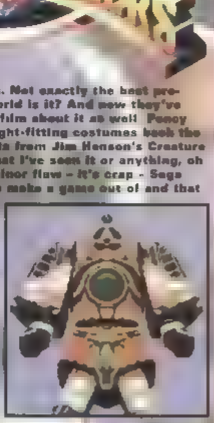
The most surprising thing about this absorbing title is that it was originally conceived for the Megadrive, before development was switched to the Game Gear. Quite why is anyone's guess, but this is one occasion where Game Gear owners get the best deal. Highly recommended.

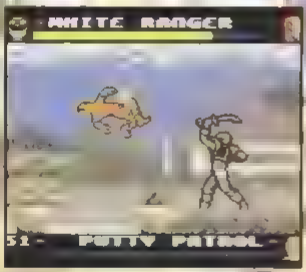
GRAPHICS
Brilliant to look at, they really help to add to the feeling of the game.
SOUND
What there is works well... ▼ ... but there isn't really enough.
PLAYABILITY
I really like the tunes. They don't get repetitive which is no bad thing.
LASTABILITY
Some cool gun sounds and explosions.
ADDICTION
Extremely addictive. You just can't put it down.
VALUE
With twenty massive levels, need we say more?
OVERALL
A thoroughly entertaining blast from start to finish. Invest in it now!
92

POWER RANGERS

OK. Power Rangers. Not exactly the best programme in the world is it? And now they've gone and made a film about it as well! Pansy actors dress in tight-fitting costumes beat the hell out of puppets from Jim Henson's Creature Workshop. Great fun. Not that I've seen it or anything, oh no. Ahem! Well despite a minor flaw – it's crap - Sega feel it is an ideal concept to make a game out of and that is exactly what they have done. Command Rangers!

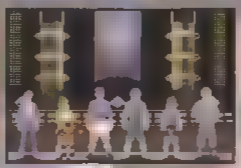
There are three types of game on this card. One is the standard versus [illegible] option a la Streetfighter [illegible] other [illegible] which you fight the characters from the film or roughly the same order they appear in. The [illegible] mate can play each other [illegible] two handheads and each of you [illegible] own a copy of this you probably only have one chum anyway.





GO, GO, POWER RANGERS!

All the different Rangers are in the game, even the newest White Ranger (woo!). What this means is that there are many different moves for you to see with each character. And every time you beat one of the bosses he comes back and you fight him as Megazord. It sees your name knew, he's the sum of their combined powers. So you did know after all eh? Sooners out, seddo. Some of the characters you fight along the way include Goldar, Beam Caster and Hornitron (ahem).



RELEASE:	OCTOBER
PLAYERS:	1-2
BY:	SEGA
MEG:	4
PRICE:	£29.99
GAME TYPE:	BEAT 'EM UP

Graphics 71	Sound 71
The presentation screens are quite well done.	Again nothing special.
Gameplay 61	Addictivity 61
A few frames of zots but not much.	OK to start with. Gets boring quickly though.
Tune 51	Challenge 71
Not bad Rangery type sounds.	A very put-down-able game.

OVERALL 70

Not really any good – just gets too repetitive.

COMMENT

MARCUS

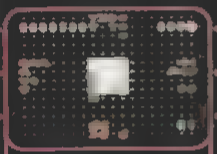
COMMENT

STEVE

Zoop

Gorgeously addictive puzzle-gaming nor curious beasts – definitely destined to come to grips with and even harder to describe. And they don't come much more confusing than 'Zoop.'

Basically, you inhabit a square at the centre of the screen which is under attack from four sides by steadily advancing objects of different sizes and colours. If any of these advancing shapes makes it inside your square then the game's over, so your job is to dart around your square's four sides firing at these marauding shapes. Of course, it's not quite that simple. Whilst you can shoot any shape of colour, you can only eliminate objects that are the same colour as your triangle – and your triangle adopts the colour of the object behind the one you're shooting. Shooting at a stripe of a different colour simply means you swap colours while the advancing shape is left untouched. There. Simple. The 'action' takes place on nine geometrically backgrounds which apparently employ a "clever visual deception" called Optichallenge (TM). The result of all this is that the eye is drawn in one direction while shapes advance in two other directions. As if it wasn't hard enough already...



LEVEL 1

RELEASE: ...23rd NOVEMBER
PLAYERS:.....1
BY: .....VIACOM

MEG:.....8
PRICE:.....£39.99
GAME TYPE:.....PUZZLE

GRAPHICS 30	EFFECTS 55
Did it really need to be this basic on the Megadrive?	There's a heavy bouncy noise when you shoot one of the power-up symbols.
ANIMATION 51	PLAYABILITY 70
The shooting action looks OK, but we're not exactly talking Sega Rally.	There is absolutely no fundamental variation in gameplay.
MUSIC 72	LASTABILITY 74
A variety of bouncy tunes actually prove to be the game's highlight.	Not half as addictive as a game this basic needs to be.

OVERALL 63

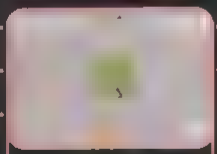
Amusing enough, but would you pay good money for this?

LEVEL 2

COMMENT

Although Zoop's gameplay can certainly become quite frantic, it somehow never engages you in the way that Lemmings and Tetris make you forget you're actually playing them. And it isn't just its lobotomy-inducing [illegible] head-scratchers. Matters aren't helped by the fact the whole affair resembles a piece of public domain software you'd expect to find given away free on a PC mag.

LEVEL 9



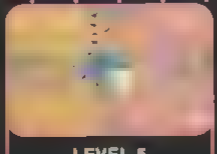
LEVEL 3

COMMENT

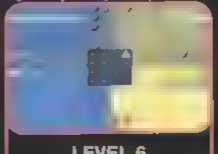
I appreciate that Zoop is in the 'classic' puzzle game mode, and I don't subscribe to the view that 'graphics meketh the game'. That said, Zoop looks so atrocious I found it hard to take it seriously. Putting a little variety into later levels, or even the presentation screens, wouldn't have hurt. The game is also simple but without the brilliance of Tetris or Lemmings. It might be okay on a Game Gear, but this is not what I bought a Megadrive for.

LEVEL 8

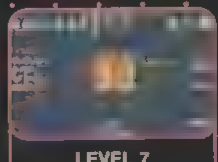
LEVEL 4



LEVEL 5



LEVEL 6

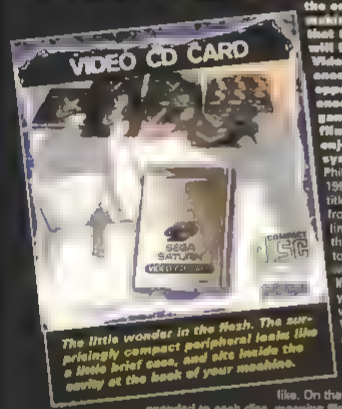


LEVEL 7

VIDEO CD

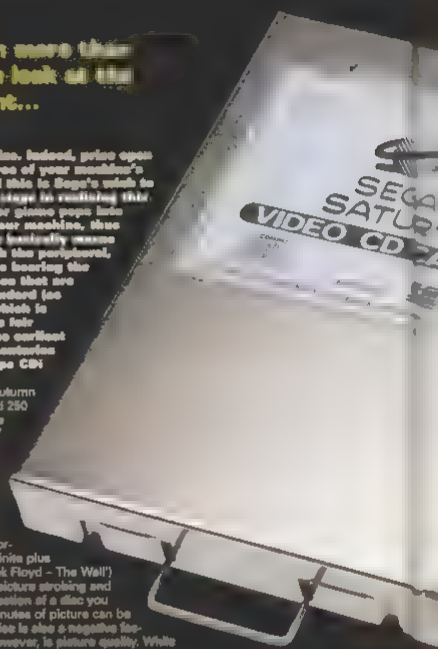
Your Saturn will soon be good for much more than simply playing games. Marcus takes a look at the first step in the machine's development...

One of the advantages the Saturn has over its 32-bit competitors is its size. Indeed, price apart the little flap at the back of the machine and you'll find that a great degree of your machine's memories are taken up by, well, pretty much nothing. The reasoning behind this is Sega's wish to see the machine evolve as more than simply a games platform. The first stage in realising this wish is the imminent release of the Saturn VideoCD Card. This little silver gizmo pops into the empty space at the back of your machine, thus making it MPEG compatible. This basically means that the Saturn, when armed with the peripheral, will be able to play back all discs bearing the VideoCD mark. Any compact discs that are encoded to the 'white book' standard (as opposed to CDI Digital Video, which is encoded to 'green book') will be fair game, which includes all bar the earliest films, music videos and documentaries enjoyed by owners of the Philips CDi system.



The little wonder in the flesh. The surprisingly compact peripheral looks like a little brief case, and sits inside the cavity at the back of your machine.

Philips first launched the format in autumn 1993, and there are currently around 250 titles on the UK market. These range from 'Four Weddings and a Funeral' (in fact, VideoCD is the only format the film is currently available on) to pervy sex 'education' docu-



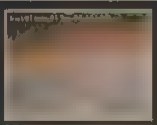
mentaries.

If you're considering upgrading your Saturn, you have to decide whether VideoCD is preferable to VHS. VideoCD offers a smaller storage medium, digital sound (a definite plus for music videos or films like 'Pink Floyd – The Wall') and such amusing gimmicks as picture stroking and being able to skip to whatever section of a disc you like. On the down side, a maximum of 72 minutes of picture can be encoded to each disc, meaning films usually come on two discs. Price is also a negative factor, with films costing between £15 and £25. The area where most debate has raged, however, is picture quality. While VideoCD has distinct benefits over VHS – namely increased durability and the absence of colour blurring – some distortion during fast-moving sequences can be glimpsed on poorly encoded discs.

Over the coming months, we'll be helping you make up your minds with reviews of all the latest VideoCDs. In the meantime, the Saturn VideoCD card will be hitting the shops any day now at a retail price of £179. It comes bundled with a CD featuring an extended 'director's cut' of the cancan Saturn dancer advert and a sampler of the 17 music videos currently available in the Polygram range.

So, shall we see what's on TV tonight?

CONTROLS



The VideoCD card's basic functions are outlined on screen by pressing 'X' on the keypad. So would be keep that 'Fast Forward' button pressed down firmly – nasty, grey lines will progress and lead the effect of returning the disc to its intro sequence.

More sophisticated controls, displaying most of the gimmicky functions, are accessed from the main function. The most obvious are this set of functions that allow you to [illegible] according to your favourite [illegible]

REEL TIME

FEATURES

Sega's VideoCD add-on allows you to fiddle about with the picture, via your joypad, in all sorts of time-wasting manners. Aside from being able to 'fast forward', 'rewind', slow down or pause the picture, you're also able to indulge in all sorts of digitised jiggery pokery that doesn't come with most VHS machines.

STROBO

By selecting the strobo feature you can, unsurprisingly, strobe whatever you're watching. The function highlights a frame of action at a time over short intervals, giving you the fast-moving juddery essentials of your picture. Pretty useless on films of concerts [illegible] wears off before a migraine sets in.

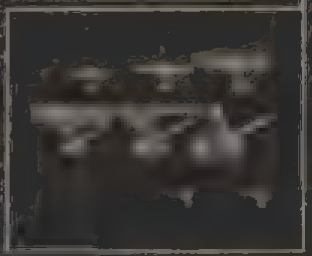
ZOOM

You [illegible] you perform [illegible] selected areas of the picture. This sounds like a promising idea for films, but in practise everything tends to dissolve into digitised porridge upon any close examination.

[illegible] Lesley Nielsen) in his fab 70s gear from the second Naked Gun film seems ripe for some closer examination. First, [illegible] rest of the screen.

FLASH

Perhaps the most impressive [illegible] renewal intervals of your choosing becomes easy to create. Ashley Sharon Stone, Bugs Bunny and William Shatner. Not a function you'll stray anywhere near beyond the first week, we reckon.



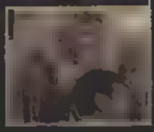
VIDEO CD REVIEWS

STAR TREK THE MOTION PICTURE (1979)

Ten years after they vanished from television screens, the crew of the Enterprise returned in the first of these big screen adventures. Although this is certainly an impressive-looking film by late Seventies' standards, it retrospect Star Trek The Motion Picture is one of the weakest entries in the series. Unfamiliar additional crew-members and unflattering uniforms contribute to an atmosphere that doesn't quite capture the essence of the television series. Worse than all this, however, is the fact the film (directed by Hollywood veteran Robert Wise) is over-long and very ponderous.

Atmospheric, but poorly paced and eclipsed by nearly every Trek film that came in its wake

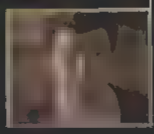
STAR TREK II THE WRATH OF KHAN (1982)



Director Nicholas Meyer rescued Trek's reputation on the first of several occasions with this scaled down sequel. A follow-up to the television episode Space Seed, over-the-top villain Ricardo Montalban returns with an impossibly fine-tuned physique and demonic charisma. Sadly, the same can't be said for certain members of the Enterprise crew. Scotty (in the form of the rapidly ballooning James Doohan) in particular seems to have undergone plastic surgery to make him look older since the first film. Despite all this, Star Trek II is cracking stuff which involves the characters in emotional conflicts which are perfectly balanced with some undeniably impressive effects work.

Less was definitely more here. One of the tightest and most involving Trek movies

STAR TREK III THE SEARCH FOR SPOCK (1984)



Although the pointy-eared one was absent from much of this film, Leonard Nimoy made his presence felt behind the scenes as director. Highlights likely to reduce Trekkers to tears include the 'rebirth' of Spock on the planet Genesis (surely no-one really thought he was dead) and the destruction of the USS Enterprise after Kirk is put in an impossible position by some typically unreasonable Klingons. As the films continued to focus more on the characters and less on their technology, this entry perhaps took the process a little too far too quickly. It now seems unfocussed and forgettable.

Good science-fiction that dares to stamp all over the Star Trek myth. Despite this, it somehow amounts to less than the sum of its parts

STAR TREK IV THE VOYAGE HOME (1986)

Director Leonard Nimoy's talent for comedy (he had already handled the acclaimed Three Men and a Baby) came to the fore with this, the most irreverent Star Trek movie of them all. In a plot which echoes the first Star Trek film, the crew find their journey home after The Search for Spock sidelined to 1987 San Francisco. Being forced to pass the Vulcan off as a Sixties drug casualty is one of the funniest moments in a script which never lets its heavy eco theme get in the way of a good laugh. Nicholas Meyer had a hand in the script which, although a bit sentimental, made this film the most accessible to non fans.

The gags are likely to upset die-hard Trekkers, but everyone else should appreciate the warm atmosphere and sharp pace

INTERSECTION (1994)

When rich architect Richard Gere drifts apart from his wife Sharon Stone (What? Is the man mad?) he finds himself attracted to Lolita Davidovitch. We've never heard of her either, but she goes some way towards livening up this ponderous TV movie-style affair, which gets even further bogged down when Stone and Gere begin feeling guilty about the effect all this is having on their young daughter. The most striking thing about the Intersection discs are that they're the only ones we've looked at that are in the widescreen format, not that you'd know it from the packaging. Why Philips chose the widescreen treatment for this film, while they released the Star Trek films in horrible panned and scanned versions, is mystifying to say the least.

In case you're interested, Intersection is based on a 1970 French film called Les Choses de la Vie (The Things of Life). You're not. Neither were we.

Dull romantic melodrama for Gere and Stone fans only. And there are better films by both out there

BEVERLY HILLS COP III (1994)

By the time this was made, Eddie Murphy's career had been severely damaged by a string of flops and his box-office drawing power was fading fast. This time round, it wasn't so much in question whether he could recreate the magic of the first Beverly Hills Cop movie, but whether anyone would be watching to find out. Director John Landis actually delivers a witty and stylish film, streets ahead of Beverly Hills Cop II, which concentrates on Murphy's attempts to bust a counterfeiting ring run by the security guards in a theme park. The film's explosive climax, which takes place on the rides in Wonderland, is superb. If you get bored, however, you can always watch out for famous cameos from the likes of George Lucas, Joe Dante and Ray Harryhausen.

Eddie Murphy on top form recreating his best role. The discs are occasionally spoiled, however, poor encoding

The new home cinema...

... read all about it in the November edition of PC Review. Comes with two high-density disks or one CD with up to 28 demos and games and money-saving programs.

The best magazine for the home PC owner. On sale 15th October.

PC REVIEW

OUT NO

Or in the case of our Streetfighter review, Out Then. But we thought we'd bring you our feelings on Streetfighter: The Movie, which is a strong enough title to sell until Chrimble. Initial marks off Acclaim, for not using the stylish Saturn packaging. You naughty rascals! Anyway, your run down of November's exciting releases, fresh from the Japanese translators bureau...

WORLD SERIES BASEBALL

£39.99

1-2 PLAYERS **SEGA**

Sega plan to satiate the huge demand for baseball games in this country (only with World Series, which is a tinkered version of that charming import, the Greatest Nine) is Baseball with most of the trimmings and the main annoying feature of the Jap game – the slow, unresponsive fielders have been given a kick up the jacksy by the wonderful PAL converters.

For your pounds you get a virtual baseball stadium perspective and loads of leagues and options and commentary that runs while the game's in action. It's pretty easy to pick up and play for baseball with responsive controls and options that give you a chance if you're one of the weirdos that likes these sort of Japanese offerings, this is game of the month for you.

STREETFIGHTER THE MOVIE

£50.00

1-2 PLAYERS **ACCLAIM**

AKA a bloody travesty. Capcom have been [illegible] of Streetfighter for years, which have received [illegible] by the buying public. Unoriginality's only one reason not to buy this game, the other is that it's crap.

Only one character's added – Captain Sawada – and several more to test, [illegible] favourites have disappeared. The game uses digitised sprites that resemble the characters from the good awful film. Although these are fair translations, they don't look half as good as the cartoon-style backdrops are, however, a complete mess of dark representations of scenes from the film that took more than a week to load.

Gameplay-wise the whole thing is devastatingly unremarkable and quite slow to boot. Why Acclaim who gave us X-Men MK2 on their books allowed this out is beyond us, lesser mortals.

OVERALL **87**

A solid baseball game for the Saturn that handles all aspects of the sport well.

OVERALL **54**

Snoozefighter: The game. Avoid this and get a real man's beat 'em up.

W!

ROBOTIKA

£49.99

1 PLAYER **SEGA**

The term robot was actually coined by a 1920s Hungarian playwright using a Slavic word for repetitive tedious labouring work to describe the work of mechanical devices. And what an apt title for Sega to choose for this repetitive tedious Doom clone which must be the dullest game for the machine.

It starts promisingly with a stunning intro before plunging you into an eerie gloomy space station. The landscape graphics are excellent with detailed textures on the walls which doesn't stop the game running smoothly and speedily. Even the styling of your instrumentation is cool with a rotating sight and wire frame map.

Sadly the game itself has a hollow heart - level after level of flat, key searching and dreary killing. The levels are constructed at random so that the game is never the same twice and never enjoyable twice. Random generation prevents any sort of decent game design as the positioning of keys, enemy and exits is completely arbitrary. Minor additions like dark levels and reactor cores don't raise this from being such a repressive, outdated

OVERALL **48**

Admirable technical precision, but the gameplay would be best suited for real

VIRTUA FIGHTER REMIX

£29.99

1-2 PLAYERS **SEGA**

Virtual Fighter is the best arcade beat 'em up and this Remix version [illegible] AM2 the creators had to save the original. Where we thought the testament to the Saturn's power but Remix goes beyond that.

Its essentially all the graphics are [illegible]. A nice touch is the [illegible] new texture mapping [illegible] characters. It's amazing how fresh the gameplay [illegible] but as a

OVERALL **95**

If you want the best version of the best beat 'em up of all, splash out on Remix.

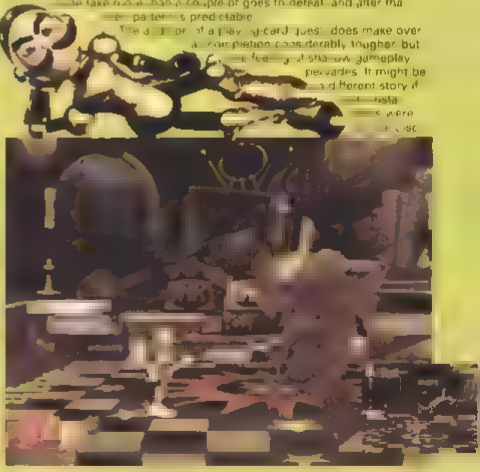
CLOCKWORK KNIGHT 2

£39.99

1 PLAYER **SEGA**

Three months after our import review and our comments on Clockwork Knight 2 are like a re-run of our comments on the original. Basically we don't like it much for either. That's because we're not seven or eight year olds who must think games like this are fab. It's all fancy graphics and funny characters. That's just the problem - it is all that and little else. To be fair Clockwork Knight does have a [illegible] more gameplay than Clocky 1 but it's [illegible] the way of the right-on challenge. The bosses are extremely impressive, especially the bathroom boss. But [illegible] take more than a couple of goes to defeat and after the [illegible] pattern is predictable.

The addition of a playing card bonus does make over a completion considerably tougher but [illegible] gameplay pervades. It might be [illegible] Fairytale story if [illegible]



OVERALL **73**

Worthy of more attention than the original game, but still party to its weaknesses. There are better platformers.

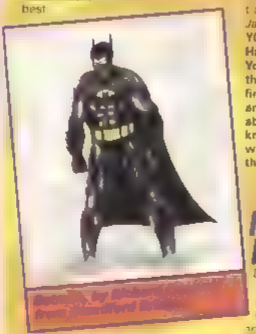
MEAN YOB

It's finally happened! All you puny and pathetic readers have succumbed to the power that is YOB. No one is daring to write letters. What's the matter? Am I too hard for you? Frightened that I might rip off your heads with my little finger, bung it through a mincer and send it to your parents in an envelope? I have suspected this for a while and can't say it's a surprise. You fot are about as useful as a spasmic sphincter. Despite this, I am willing to give you one last chance to prove you can write, before this page becomes the Margaret Shelley and Paul Kaatas appreciation society. Send your ornate scribblings to:YOB'S WELL 'ARD MAILBAG, MEAN MACHINES SEGA, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

CHOCOLATE TEAPOT

Dear Yob

I just had to write and congratulate Segaon its latest new machine. The Saturn is definitely a Fighter when it comes to the Saturn and it's totally amazing. Astra Daytona USA Was overwhelmed by the graphics in the Sega Saturn and I can't wait to get hold of a copy. Now I know who are stuck up ignorant Saturn and Playstation. Well I've played both and the Playstation is pretty crap but I can't watch the Saturn the software department Oh to simply the Saturn is the best



Batman by Shannon Ryan, from Somerset Road

Jamie Lamb Cheltenham, Gloss

YOB I have a question for you Have you ever heard of a full stop? You know that small round thing that shows when a sentence has finished Look there's one And another Actually they're probably about the same size as your knob Who cares why the leaflet was there? Nobody ever reads them anyway

FORK IN A SUGAR BOWL

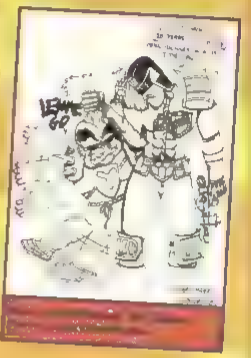
Dear Yob

I am the proud owner of a Mega CD and 32X I've seen about the 32X CD and the 32X CD games are now very cool and I decided to buy a Saturn as a separate system runs through the Mega CD but I would be of great relief to tell about it

PS Have you played Snatcher on the Mega CD because I had it for my birthday and I finished it in 4 days what do you think?

Dave Cannock

YOB The 32X CD is simply the whole kaboodle Megadrive Mega CD and 32X in one and the games are on CD format It's not a separate machine But check before you buy any of the games that they are indeed what you want otherwise you may end up a crying, blithering heap on the floor muttering to yourself about how bad the O-Zone layer is About Snatcher, I think I had better things to do on my birthday



WATERPROOF TEABAG

Dear Yob

I was writing [illegible] my letter to tell you that the Sony Playstation is getting a review [illegible] I Saturn magazine, not YOURS, imagine my shock I got [illegible] over MMS issue 36 and saw angry tirade against [illegible] praising a potential Saturn killer the Playstation Although I threw it away I am still wondering why you got it in your Saturn magazine Was there a cash endorsement by the Sony publicity team? I am not going to cancel my subscription for two reasons 1 I believe you and your team were brain washed by mysterious Sony freaks and 2 which is more believable it was [illegible] accepted by spotty teenage freaks who work in my local Saturn Sony Playstation Saturn [illegible] see my point

Also [illegible] most of biased comments in some next generation and games supporting the doesn't sound so childish Playstation and constantly [illegible] my opinion slagging off the Saturn and always saying that one day Ridge Racer is superior to the 3 track wonder Daytona USA Bugger

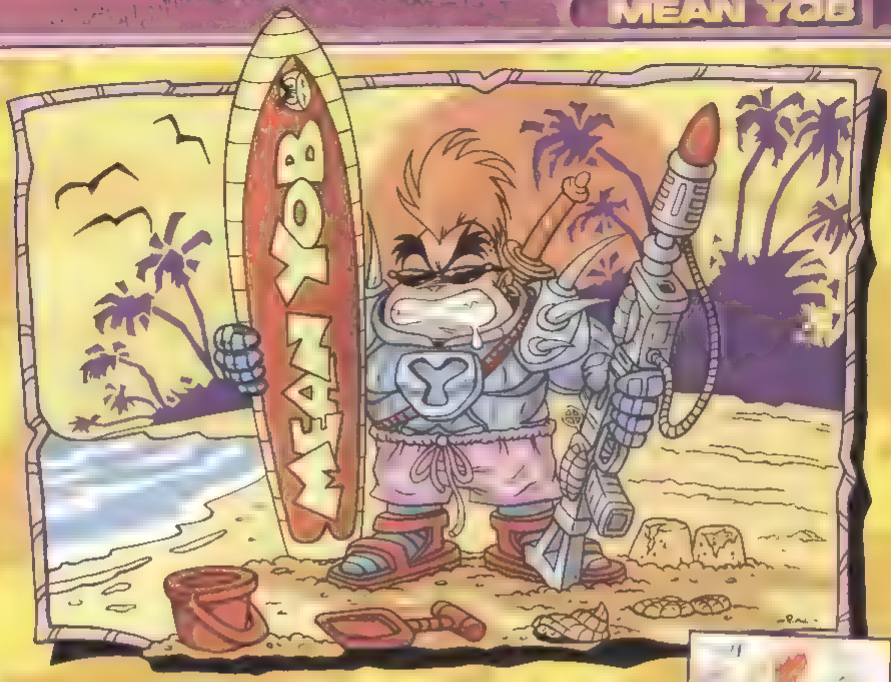
Jamie Lamb Cheltenham, Glos

YOB I have a question for you Have you ever heard of a full stop? You know that small round thing that shows when a sentence has finished Look there's one And another Actually they're probably about the same size as your knob Who cares why the leaflet was there? Nobody ever reads them anyway

GIBBON'S ARSE

Dear Yob

You sexist pig [illegible] returning to your comments for issue 37 and the bad [illegible] Keith Watson and Craig Lamb who has much more sense than you You are clearly one of the dumb and arrogant sixth [illegible] not need sex as you get [illegible] to play games I am not talking about the other [illegible] bers of Mean Machines, who am sure are only in it for the money and have social lives, but you are sad case, who



treats

women like lards. There is no way in the world a girl should be dumped over a copy of Virtua Fighter. So if the girl in question is reading, ditch him first, and find yourself a man with a life and who doesn't wear an anorak.

Kelly Graham, Birkinhead, Liverpool

YOB Here we go. The first of the YOB the sexist letters. If any of you girls are reading who were thinking of writing, don't bother. Haven't you got some ironing to do instead? Go and do the dishes or something, or scrub the crusty crap stains from round the toilet. In short, stop hassling me and get lost. And I *am* just in it for the money. You don't think I write this crap for fun, do you?

SOLAR POWERED TORCH

Dear Yob

Even though you have the brains of a cheese sandwich and the wit of a baboon's backside, I thought I'd write to you anyway. I would like to know why your hair is so naff and why you always dribble in your pictures? Oh, and I wrote a limerick for you.

There was a young man called Mean Yob
Who always dribbled his gob
He had the looks of a pear
And stupid naff hair,
With all the brains of my knob
Not bad, eh, hope you like it. I would hate myself forever if I didn't say that you were the most tiny and weedy thing it has ever been my misfortune to lay eyes on.

William Evans, West Hampstead, London

YOB Ho, Ho. Very bloody funny. Must have taken you years to come up with that. Did you know that your name is an anagram of Smell a Lavi. That's probably what you do for a living – you check the cess pits of the Earth (not including your home) especially the ones at Glastonbury, and then lick them clean with your tongue. That would provide the explanation as to why you have breath that smells like the rear end of a camel, and a tongue that is so caked in cack that the Dulux dog almost put it a a can of paint called Evans Brown.

PORK CHOP IN A SYNAGOGUE

Dear Yob

I think your new look is much better, but how about changing your logo? I've had to look at that boring old title for the past two years. Time for a change lads and lasses. Anyway, that's not my reason for writing. I recall that in March when you printed my last letter you said that if a game don't get a review then it's total crap. Well I'm not to sure about this. I have recently bought F1 World Championship Edition, which I think is great (I'm an F1 nutter you see), and I would be pleased to see a review. I want to know what you think of it. Anyway, cheers and stuff. Catcha' later.

PS Where's my extra 26p gone?

I m
talking about the cover price!

PPS Lend us £400.

Simon Welburn, Woodingdean, Brighton

YOB F1 Championship Edition was not different enough from F1 (Non-championship Edition) to be worth reviewing. But talk about spooky. No sooner had we changed our logo, then this letter landed on my desk. And as for your 25p I could give you the usual blag about rising paper costs and inflation in general, but instead I'll tell you that it's paying for my latest home in the tropics complete with sauna and swimming pool. That's made losing it all the more worthwhile hasn't it?

MOLLY SUGDEN

Dear Gus

Just a few questions for ya:

1. What happened to the Desworld game for the Saturn, as I've heard it will be on the Playstation in September?

2. In issue 36 you informed your readers about the possibility of running a Saturn for £10 from their local Blockbuster video store. Unfortunately you neglected to mention that they would have to fork out an extra £200 deposit. Were you aware of this?

3. Will Virtua Cop on the Saturn be released with a gun, as we believe? Errr... Sorry, when it was released on the Megadrive. If not, how much will the gun set me back?

4. When will the Saturn mouse be released, and how much will this particular piece of merchandise cost?

Thanks. Please answer!

RM.Kester, Gosport, Hants

GUS:1. Discworld was being put together by Psygnosis. Psygnosis is now owned by Sony. Sony is busy [illegible] with the Playstation [illegible] was not developed cooperatively [illegible] terms with Sega at present. Answer: [illegible] question!

2. No I

3. I think I was pat. The story came through [illegible] contests [illegible] it is only a dispatch. You do not stand to take it back, don't you?

4. There may be a gun-pack option, but certainly a single pack will come out.

5. No definite details as yet.

MAGGIE

Dear Gus

I have a question for you. Actually, I have six! I just bought the Zero Tolerance and have obtained cheats that give you total invincibility up to mission 5. But on Napoleon 3, as you enter one of the new bases, whose function is unknown and you are told to investigate, the game just resets. Is there a certain 'Fail Safe' in the game that stops these cheats working or have I just got hold of another duff game from that unreliable supplier?

Yours most tearfully,

Andy Martin, Littlewood

GUS:The cheats that we printed previously — level passwords, health etc — are such simple, [illegible] does the game without your cheats. It

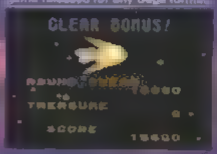
CARRIER

Oh masterful Gus,

Please print this letter because the last two I sent weren't printed. I've got a couple of questions for you, well actually about five:

1. Once the Saturn is released will Sega still make good 32X games?

2. Will there ever be a Star Wars game released for any Sega format?



except the Game Gear and Master System versions?

3. Please place these games in order from best to worst: Judge Dredd, Theme Park, Street Racer, Rister and [illegible]

4. I heard that there was going to be a platform [illegible] because in my opinion [illegible] regard [illegible] away and [illegible]

5. My mate [illegible] that Mortal Kombat 3 [illegible] going to be based on the film. If this [illegible] is he just talking [illegible]

Jens Wilson, Aberdeen

GUS: Was the new [illegible] letters to us [illegible], but we do our best.

Anyway: Yes to 1. Some excellent 32X stuff in development. 2. There is Virtua Star Wars for the 32X, and Super Return of the Jedi for Game Gear bound. That's all at present.

3. Theme Park, Street Racer, SSF2, Judge Dredd, Rister.

4. I think they guy who came up with that revolting idea was quickly disembowelled.

5. He is, as friends [illegible] talking pish.)

LOUIS VUITTON

Dear Gus,

My name is Dale [illegible] I'm 14 years old. I am the [illegible] of a 16 year old Megadrive, which [illegible] which is the best precedent list every game he owns with as of no use to anyone). Could you please answer the following questions for me:

1. Is there any sheets or [illegible] Replay codes for the Lion King [illegible]

2. Is there a game [illegible] which I could [illegible]

3. Generally, [illegible] good? My friend [illegible] they [illegible]

4. How fine [illegible] Mortal Kombat 1 and 2?

5. How [illegible] Sonya and Kano in Mortal Kombat 2?

6. What is the difference between a Genesis and a Megadrive?

7. Which machine is better, a SNES or Mega Drive?

Your greatest fan in South Africa,

Rondebosch, Cape Town, South [illegible]

GUS:1. Probably, but I make it a policy to completely ignore Action Replay stuff. 2. Keep reading MEAN MACHINES — you're part of a club. 3. Make him an ex-friend, quick! The game sucks. 4. Sorry, you seem to have come over all [illegible]. 5. By looking at the background. There on the Isaac Sting stage. 6. Genesis is the American name for Megadrive. 7. Please, aren't you just three years out of date? MEGADRIVE, you [illegible]

THE HANDL

Dear Gus

Please could you answer these questions or I'll — NO I will not [illegible] the sad lad gang and say "or I'll [illegible] your head off."

1. I am thinking of getting a Saturn should I sell [illegible] and keep up for a bit, or should I save up and keep the Megadrive? I wouldn't [illegible] longer, but I've got a lot of games for it, but on the other hand [illegible]

2. I have [illegible] games [illegible] boxed in excellent [illegible] How much do you think I should get for it if I was to sell it?

3. Will there be any Star Wars games on the Saturn like [illegible]

4. Does the Saturn version of Virtua Machines have a commentator in it, will the Saturn belong changed for Christmas?

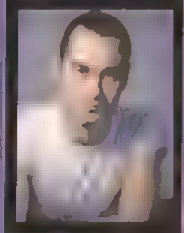
5. When playing the Saturn by scart does the picture become [illegible] or is it just a different way to play [illegible] the Saturn?

Gary, Sandbach, Cheshire

GUS:1. WE NEVER DID! I [illegible] you to find a quote that said [illegible]

[illegible] is dying. Look at some of the recent reviews. Comix Zone, Premier Manager, Wolverine [illegible] to be a hell of a Megadrive Christmas. 2. I couldn't give a one, frankly. I don't sell hardware. It's more [illegible] to go back in 10 years time and have a [illegible]. 3. Dark Forces, or some sequel to a distinct

Hello, and as promised, a new more suitable pic, considering Steve is lording it with Ronnie Biggs somewhere. Actually, he occasionally comes upstairs so I can demonstrate how much better I do the job than him. Whoops, a brief slip into my complacent, arrogant character there. I'm sure you'd love to hear more about me and mine, but there's the small matter of some letters...



...ility. 4. The Saturn version... been started. 5. I hav... as I [illegible] SCART... Why Sega bundled... 6. Sony are growing about... handing out RF cables with... Playstation. Dead smart — the... machine and 1960 picture...

...these could you answer my... questions.
1. Will Casper be out as the... Megadrive...
2. Will Ridge Racer be out and... ...
3. What is the best game on the... ...return?
4. How much will and Saturn be by... Christmas?
5. Can you range these games from best to worst: Fewer Daedalus... USA, Virtua Fighter Remix, ... Beach Golf, Cloakwork... Knight
6. Will mega CD games work on the... return?
Matthew Cawley, Hastings.
GUS: 1. Nope. 2. Maybe. 3. Virtua Fighter or Daytona. 4. £399 is the current asking price. There is no sense of any price change. 5. Hurricane, I hate Ilete — Remix, Daytona, Panzer, Pebble, Cloakwork. 6. They will mean certainly not. You don't run a jaguar on lighter fuel.

Dear Gus...
Please can you answer my... questions in your ace mag that I have always been reading since the early days of Mean ... times...
1. I heard that a ... Megadrive called a Nomad ... coming out in the USA. Is ... come out in the UK? If ... when?
2. I also understand that a ... device to the Super Gameboy is coming out that ... you to play Gameboy ... Megadrive. Is ... come out here and when?
3. What has happened to the Alien... Did ... I haven't seen reviews of it out in the shops...
4. When will ... footballs be released...
5. Why don't you put all of the... Saturn games, reviews and previews in a ... and put out another... like CVG ... of it? Their launched ... Please print my ... Mr. Mag, I might ... to stop buying Mean ...

Sega ...
Matthew ...
GUS: ... the unofficial nit-nail, we know of ... level select cheat for Sonic V... Knuckles...
3. In most of my issues of Mean... ...issues been seriously unfinished. Why is ... this?
... that do you think of Red Zone... as I intend ... it possible to ... being £20?
5. When ... we see ... screenshots of Nuclear... on the Megadrive?
6. Will ... Shadow Dragon ... Beyond be as good as ... Monkey Island, Cou... the ... games?
7. Was there ... another platform... game for the ... Megadrive, as I ... the ... have 'em?
... Hulk, Halifax ...
... No you'll have to buy ... before the ... think — and ... out of your smoking ... grubby picture and ... Demand a SCART TV!

Maybe they wanted ... people, that people ... through the game...
... Red Zone was one of the best games of 1994. ... very close to get it...
5. When Sega ... official ... scans. Meanwhile, we've ... pictures...
6. I refer the right honourable ... gentleman to the answer ... above...
7. I'd like to think so, but I really ... no...
... would make a real ...

More lives brightened. Next month's Q&A will be just as fibre-filled as it has always been. Keep regular.

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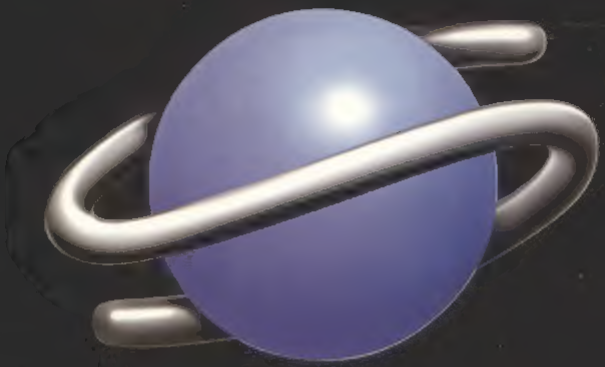

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We're planning to take the best of Saturn music and put it on a stupendous sampler, all with the cooperation of Sega. You won't need a Saturn to play it, but it might be the incentive that persuades you to get one. CD-quality sound and some excellent tracks. Planned for inclusion are Daytona USA, Virtua Fighter, Sega Rally, and Core Design are chipping in with some awesome tracks from their Blam! and Shellshock Saturn titles. It really will be unmissable.

In case that doesn't grab you, then perhaps some of this will: REVIEWS of Sega Rally and Virtua Cop. REVIEWS of Shellshock, Off-World Interceptor and Hi-Octane, Golden Axe. Previews of Tilt, Chaos Control and Street Racer Saturn. And much more... Oh, yeah, 16 pages of tips. And much more...

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